

ISSUE 22

ZINE REGISTER

The Next Generation

***The Official Guide to
the Postal Games Hobby***

***A Complete Handbook of
Zines, Lingo and Services***

**\$2.50 in US and Canada
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How To Get *Zine Register*

In North America, send \$2.50 US to Pete Gaughan.

In the United Kingdom, send £1 to Iain Bowen, 5 Wigginton Terrace, YORK N. Yorks YO3 7JD. (may increase next issue)

Elsewhere in the world send \$3.50 US (to Pete) for air mail delivery.

MESSAGE FROM THE EDITOR

Hello and welcome to *Zine Register* 22, a very new and different beast than it's been!

This publication is a hobby effort. The finger-exercise is all mine, but the mental energy and emotional support are spread out among dozens of postal game players. Some editors help out just by filling in a few blanks in a form to keep me up-to-date on their zines; some return reviews of other zines they see; some even publicize *ZR* to their readers, and those readers take precious time to comment on zines (and spend precious money to buy a copy of the results!).

So if there are good things to be said about *ZR*, please say them to the members of the hobby who backed it. The reviewer list on page 11 is perhaps most important, but all the editors herein deserve at least a thank you.

On the other hand, I am the one making the design, bibliography, and space-allotment decisions, and these are where *ZR22* will suffer the most. I want every criticism you can come up with. I want to be good at this, and I recognize that I haven't gotten there with this issue. Many of the things Garret did with *ZR* were great but they're not my style; some of the changes in this are my style, but they may not work as well as I'd hoped. If you can avoid getting personal and abusive about it, say anything that you think might improve future issues. I intend to be doing this for a long time. Which means, of course, that we won't be the "Next Generation" next time—that's just a marker to set off the new regime from the old.

I hope all the editors I'm now trading with, and especially those who so graciously responded personally to my announcements, will understand that I simply cannot respond personally to all of you. Thanks to each and every one for your help! For those who provided review copies and info sheets, but did not sign up to receive *ZR* either as a trade or a subscription, I will send a copy of this page with their zine's listing and reviews on the reverse.

Among the decisions in this issue: no cover snapshots. I have a scanner, and this feature may return in the future, but I felt that easing into the workload was the best thing for me just now. Also, some features in *ZR* may not need to be in every issue. (There is a line of thought that says that, like an almanac, not a lot changes between issues of *ZR*, and space can be conserved in some issues to cut costs. Another side says that since a 'novice' to the hobby may see any given issue, everything should be in every copy to maximize the usefulness to those new people.) I have drastically hacked the 'folded zines' section; *ZR* is the story of what is, not so much what was. I would like to institute a 'year in review' section, including a post-mortem on folded zines (you may want to say a final word for zines like *Excelsior*...)—your comments on this idea are welcome.

And a major decision of mine was to reduce the size of *ZR* by removing quite a few zines from the main list. If a zine has been cut back to games-only, will accept no new subscribers, is producing reports for each game on separate flyers, or in other ways is 'running down to a fold,' it became a candidate for a special section consisting of a brief note of acknowledgement. Any editor who requested a full listing got it; anyone who asked not be listed was left out. As in the case of the index-system keywords, I deferred to the editors' judgments, and I will continue to do so until I've done this long enough to build up some credibility as overseer of this project.

The letter column and index are, obviously, new ideas, and received very positive comments this time. I will continue to run the Zine Bank—remember, editors, the number of copies of your zine as you send me is the number of people who get to see a sample! Feel free to send extras and back issues, especially any special issues.

Anyone wishing to submit reviews for the next issue of *Zine Register* is heartily encouraged! I can retype anything you send, but if you *really* want to get in on my good side you'll send ascii files on a 3½" disk. (I can, generally, translate from DOS to Macintosh.) In a pinch, I can read Word files as well.

Speaking of the next *ZR*: Deadline for #23 is November 30. Dipcon is Labor Day weekend, I'll need September to produce the Dipcon Souvenir Book, and October to recover and gather data. But after #23, I *hope* to bring *ZR* up to three four issues annually. By the end of production on this issue, I should know just what the price will have to be, and I'll announce any changes somewhere in this issue.

The Curse of Technology: I use a Macintosh IIsi 9/80 (home) and an SE/30 20/100 (office); a GLP Business LaserPrinter; and a MicroTek 600zs flat-bed color/b&w scanner. Page layout is via QuarkXPress, the worst customer-service organization in the computer industry, while graphics are generally produced in Aldus FreeHand and databases are maintained in Claris FileMaker Pro. And that's the last I'll say about computers! On to the meat of the hobby; on to the zines!

Pete Gaughan

RECORDKEEPING

- **Boardman Numbers:** Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340-2837.

A unique number is assigned at the start of each postal game of Diplomacy, consisting of the year and a letter combination: 1993A for the first Dip game of the year, for instance. At the end of the game, each player's name and performance (country, supply centers each year, final win/draw/etc outcome) is recorded and published in *Everything** (**You Ever Wanted to Know About Diplomacy But Were Afraid To Ask*), for which see the main zine list. (Actually, the complete title hasn't been used in years, I'm just showing off.)

- **Miller Numbers:** Lee A. Kendter, Jr, 376A Willowbrook Drive, Jeffersonville PA 19403.

Similar to Boardman Numbers, each postal game other than Diplomacy is assigned a number; results of Miller Number games are published in *Alpha and Omega* (see main list). Miller Numbers are also the year and a consecutive letter code, but add a lower-case letter code to show what kind of game (so 1993Arb would be Gunboat Diplomacy, but if the second game of the year is Woolworth IID Dip it would be 1993Bcb). Until recently, only variants of Diplomacy were given Miller Numbers, but Miller designations are now available for other multi-player games such as Railway Rivals and Snowball Fighting.

• **Empire Builder:** Eric Brosius, 41 Hayward Street, Milford MA 01757. Eric compiles the SemiAutomated ScorTrax Report, a rating system for British Rails, Empire Builder and EuroRails.

• **Machiavelli:** Chris Hassler, 85 N. Holuston Avenue #2, Pasadena CA 91106. Chris has begun tracking games of Machiavelli in a service zine, *Niccolo* (see main list).

• **PDO Census:** Douglas Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. Once a year Doug collects the subscription lists of most of the North American hobby's publishers and collates them into a grand, hobby-wide address book. The 1993 Census had 668 entries, with a serious decline in the number of Canadian players listed.

• **Railway Rivals:** Paul Gardner, 5 Timber Lane, Brattleboro VT 05301. Paul assigns numbers to RR gamestarts; ratings of RR players were being kept by Craig Mills, but this may have stopped.

• **Snowball Fighting:** Pete Gaughan, 1521 S. Novato Blvd. #46, Novato CA 94947-4147. Yes, really. Postal SF rules are available from me for a SASE, and I keep a list of all games conducted (currently at 24 and counting).

SERVICES

• **International Subscription Service:** Pete Gaughan, 1521 S. Novato Blvd. #46, Novato CA 94947-4147, U.S.A.; in the U.K.: Iain Bowen, 5 Wigginton Terrace, York, North Yorkshire, YO3 7JD; in Australia, John Cain, P.O. Box 4317, Melbourne Univ. 3052.

Players wishing to subscribe to zines in foreign countries can do so without worrying about currency exchange. Send U.S. or Canadian dollars to me, with directions on which U.K. or Aussie zine you want to receive, and I will arrange delivery. Sorry, no representative yet on the Continent.

• **PDORA, the People's Diplomacy Organization Relief Auction:** Douglas Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. Raises money to fund the recordkeeping and services mentioned here, by auctioning off items donated by hobby members: hobby memorabilia, games, photos, and the like.

• **Railway Rivals Orphan Service:** Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117. If your RR game report is unusually late and the GM does not respond to your letters, Conrad may be able to get it restarted under another GM.

• **U.S. Orphan Service:** Eric Ozog, 9509 - 209th Avenue E, Bonney Lake WA 98390. Eric rescues Dip and Dip variant games whose GameMasters have given them up for dead or disappeared. Eric collects information on the status of the game, and 're-houses' the game with a new GM.

• **Zine Bank:** Pete Gaughan, 1521 S. Novato Blvd. #46, Novato CA 94947-4147. The easy way to see for yourself about all the zines listed in ZR—a "sampler" of at least twenty different zines from my files. S3 U.S., S4 Canada, S6 elsewhere.

POLLS AND AWARDS

For British and European polls, see International section.

• **Runestone Poll:** Eric Brosius, 41 Hayward Street, Milford MA 01757. The Runestone Poll is the oldest and biggest award in the hobby. Going back to 1978, the winners have generally been regarded as the best, or at least most popular, zine, subzine or GM of the year. Dipsters are allowed to rate any and all zines, on a 0-10 scale. Conducted from March to June. In the next ZR a top-ten Runestone finish will be noted in appropriate zine entries.

• **Marco Poll:** current custodian Pete Gaughan, new custodian being sought. An "MVP"-style ballot, where you list your top five choices for Best Zine, Best Player and Best Freshman Zine. Typically conducted from January to April. This year's results are on page 10.

• **Hobby Awards:** David McCrumb, 3636 Oldtown Road, Shawsville VA 24162-2038. Nominations are pared down by a committee, then submitted to a vote of the hobby, Oscar-style. Awards are

Don Miller Award, for outstanding service to the Diplomacy community

Rod Walker Award, for best article appearing in a Diplomacy zine

John Koning Memorial Award, for best play of Diplomacy that year

Melinda Holley Award, for general participation in the hobby

Typically nominations are solicited in spring, with voting conducted over the summer.

• **Hobby Favorites Poll:** Phil Reynolds, USF #4286, 4202 Fowler Avenue, Tampa FL 33620. A Gallop-poll type of survey, where Dipsters are asked for their Favorites in categories such as Favorite Letter Column and Favorite Ally.

• **The Rusty Bolts Awards:** Douglas Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. Conducted as the Hobby Awards are, with nominations and then votes, but with satiric categories such as Nastiest Exchange of Press and Most Eagerly Anticipated Fold.

CONVENTIONS AND TOURNAMENTS

• **American Diplomacy Register:** Buz Eddy, 7500 - 212th Street SW, suite 205, Edmonds WA 98020.

American Diplomacy Register is the title on the reporting flyer for the service of the same name. ADR reports, rates and supports face-to-face play. There is emphasis on club play and tournament play, but all ftf results are incorporated and processed. The purpose of the ADR flyer is to provide a tool for a club organizer to get quick published and rated results of play.

Discussions relating to ADR take place in the postal Diplomacy zine *Maelstrom* (see main list). All U.K. ManorCon and MidCon results for 1981-92 have been processed and published in a flyer with the title *Diplomacy Register*. If you have ftf results, send them in and get a free flyer with registration and rating of your result, and a current list of events and club contacts.

There are several zines which compile lists of Diplomacy and other game meetings around North America, but do not keep permanent records or ratings; currently the best listings can be found in the zines *Rambling WAY* and *The Gamer's 'Zine*.

REFERENCE WORKS

The Lexicon of Diplomacy, *Son of Lexicon*, and a GM/publisher's handbook called *Once Upon a Deadline* are apparently out of print due to Mark Berch dropping out of the hobby. (Bruce Linsey is checking on *OUAD*.)

• *Diplomacy A-Z:* Mark Nelson. (forthcoming) A glossary, bibliography and index of every major term, name and title to appear in the postal Dip hobby. It appears Mark is trying to incorporate *Lexicon* and *Son of Lex* into this publication.

• *Meinel's Encyclopedia of Postal Diplomacy Zines:* Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515-1364. 99 pages plus introductory essay, \$12. This spiral bound paperback is a list of every postal zine known, from the very first issue of *Graustark* in 1963 up to July, 1992. Over 600 entries, many with capsule descriptions of the zine and even of its editor.

• *The Game of Diplomacy:* book by Richard Sharp, available from Fred C. Davis, Jr, 3120-K Wheaton Way, Ellicott City MD 21043. \$6 in the U.S., \$6.50 in Canada. (See combination offer with *Supernova* below.)

Further items in the International section.

INTRODUCTIONS FOR NEWCOMERS ("novices")

• *Diplomacy Introductory Package (D.I.P.):* John Caruso, 636 Astor Street, Norristown PA 19401. Free compilation; each D.I.P. includes a brief description of pbm Dip, a list of several zines and editors with game openings available, and coupons toward hobby publications.

• *Supernova*, Fred C. Davis, Jr., 3120-K Wheaton Way, Ellicott City MD 21043. \$1.50 (50¢ if purchased in combination with Richard Sharp's book, above). Collection of articles on how the hobby works and how to play the game.

• *Masters of Deceit*, Tom Mainardi, 45 Zummo Way, Norristown PA 19401. \$1.50 (but one published report says free, ask Tom). Collection of articles on how the hobby works, how to play the game, and how and why to publish.

SERVICE ZINES (see main list for details and reviews)

• *Alpha and Omega:* Lee A. Kendter, Jr., 376A Willowbrook Drive, Jeffersonville PA 19403. Diplomacy variant games-tarts and stats.

• *DIPCONVERSATION:* Pete Gaughan, 1521 South Novato Blvd. #46, Novato, CA, 94947-4147. Bimonthly newsletter of the Dipcon Society in preparation for Dipcon 26, September 3-6 in San Francisco.

• *Diplomacy World:* David Hood, 2905 - 20th Street NE, Hickory NC 28601. Serious quarterly; the hobby flagship.

• *Diplomag:* Fred C. Davis, Jr., 3120-K Wheaton Way, Ellicott City MD 21043. Bimonthly newsletter of the Mensa Postal Diplomacy Special Interest Group.

• *Disoriented Express:* Conrad von Metke, 4374 Donald Avenue, San Diego CA 92117-3813. Carries discussion column on Railway Rival rules, maps and variants.

• *Everything:* Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340-2837. Diplomacy gamestart & finish statistics.

• *Flying for a Quail:* Rik Downes, "Sharic," 63 Hirst Wood Rd, Saltaire, Shipley, W. Yorks BD18 4BU, U.K. News and statistics on United leagues.

• *Foolhardy:* Doug Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240. The hobby letter column, where a wide range of pbm-related topics are discussed and debated.

• *Grass Roots: The PDO Zine Directory:* John Caruso, 636 Astor Street, Norristown, PA, 19401. Provides zine reviews.

• *Interzine:* Lukas Kautzsch, Seiterichstraße 5, D-7500 Karlsruhe 1, Germany. Provides descriptions of German zines.

• *Mission from God:* Madelaine Smith & Andy Key, 144 Perrinsfield, Venymore, Lechlade, Gloucestershire, FL7 3SE, U.K. Provides reviews of British zines.

• *Niccolo:* Chris Hassler, 285 N. Holuston Avenue #2, Pasadena CA 91106. Machiavelli records.

• *Pontevedia:* until July 1, Phil Reynolds, USF #4286, 4202 Fowler Avenue, Tampa FL 33620. after July 1, Andy York, Box 2307, Universal City TX 78148. Provides a monthly update of all game openings around the hobby.

• *Sumo's Karaoke Club:* Mike Siggins, 129 Ardmore Lane, Buckhurst Hill, Essex, IG9 5SB, U.K. Hobby and game industry news, plus reviews of new games on the market and what's in development.

• *World Diplomacy:* Larry Peery, Box 620399, San Diego CA 92162. Surveys and encourages international contacts.

• *Your Zine of Zines:* Jack McHugh, 280 Sanford Road, Upper Darby PA 19082. Provides zine reviews.*



ZINES FOLDED (or presumed folded) SINCE ZR21

Against the Odds; *Blade Wars*; *Canyon*; *Caveat Emptor*; *Comrades in Arms*; *The Continuing Crisis* (continued); *Diplomacy Digest*; *Excelsior*; *fast trax*; *Pilot Light*; *Punchdrunk*; *This Train is Bound For Glory*; *Where's Kevin Tighe?*.

Fred Davis reports no sighting of *Against the Odds* since Christmas; Craig Reges was running two of the Mensa games there which Fred has oversight for. Scott Cameron says of *Blade Wars*, "I wouldn't be totally shocked if Chuck actually managed to publish this thing again, but it is probably safe, if sad, to say that it has folded." *Canyon's* subzine, "Sorcerers and Strategists" (Jonas Johnson) has turned up in *Ramblings* by *Moonlight*. In other cases (such as *TCC* and *DD*), I am concluding that the zine has folded because of the time since it's been seen and the editor's failure to respond. If one of these zines is still running, it's welcome to rejoin the listings next time!

[Editors, please note: Folded zines have been deleted completely from my records.]

ZINES WHICH ANNOUNCED BUT HAVE NOT APPEARED

Ishkibble — Phil Reynolds called and said he's cancelling this project after all.

I Still Live! — Keith Sesler says he's considering going from subzine to zine, adding several game openings.

Xenogogic — Larry Peery says he'll be reviving the long-lived but currently dormant zine, in order to run his Worldwide Postal Diplomacy (team) Championship. If it shows up, you'll hear about it here. †

ZINES STILL BEING PUBLISHED BUT NOT LISTED

Acropolis has only six Gunboat games remaining (five of those from two 7x7 tourneys), and Karl Hoffman says it will fold when those are completed.

The Assassin's Blade threatened to reappear, either as a series of flyers or as a subzine, but John Galt has been laid off again and had to move again. John thinks he might restart as a zine within a couple of months.

Blind Ambition (Fred Hyatt) is a flyer running Gunboat Fog of War Dip games. †

Ken Hill's *The Coach Express* will be transferring its last four games to *Buckeye Rail Gazette* with the next issue. †

Down at the Mouth is now a series of game flyers put out by Vince Lutterbie. Vince says, "I have gone from zine to flyer for several reasons: 1) to finish all games in a timely manner; 2) I no longer have a cheap print shop available; 3) To give me more time for BNC matters—I wish to avoid burnout. I will return to a full zine in 1-2 years, if I'm still in the hobby. Meanwhile, I run games, pick up an orphan here and there and try to keep my hand in. When I return as a full zine, it will cost some, look better, and I'll feel good about it." †

Kathy's Korner, one of the longest-running and most famous Dipzines, is now down to four games and an occasional sarcastic comment—just a thin shadow of Kathy Caruso's former self! Probably less than six months to go for this one, is my guess.

Kempelen's Turk (Brent Farha) is running Dune Imperialism, but Brent says, "If all goes well, I will be winding down my two Diplomacy games soon. This is the last time I wish to be listed in ZR. I simply don't have the time to run P.B.M. games like I once did, and even so, the thrill (for me) is gone. I'm not knocking the hobby—it's a good thing for people far-removed from face-to-face play. But I need f.t.f. play now, and I'd prefer to have it with some consistency (as in Bridge or one of the rail games). It's very likely I'll reduce *K.T.* to a one-page warehouse zine."

The MetaDiplomat continues to consist of the final couple of game reports and Jeff McKee's travel stories, most recently his driving-in-Scotland adventures.

Pedro in the Rain Forest will be merged into *Disoriented Express* this summer—see *Disoriented Express* listing. †

Eric Klien's *Protocol* has two games of Diplomacy but those are the last he'll start. Eric is still active in the play-by-electronic-mail hobby; see his entry under *Electronic Protocol*. †

Realpolitik from Britain is still running, and frankly has some of the most interesting editorials in the hobby, plus a page or two of letters, but Guy Thomas insists that this is 'cutting back' and 'running down' and so does not encourage new subscribers. †

Son of Flip is no longer a postal games zine; it's devoted entirely to professional wrestling. (By the same token I am not including any sf zines published by pbm Dipsters.) †

Touché is now up to #101, says Ramon Lazaro, but he "does not advertise" and so is not listed.

36 Miles of Trouble (Paul Gardner) is also doing the running-games-out-on-flyer idea. †

The Wayside, I'm told, besides being a subzine in *Orphan Son*, is also a flyer on its own, running a Gunboat Dip game. I won't devote separate listings to flyers but thanks for the tip. †

Y Ddraig Goch is still running strong but will cut the chat out until Iain Bowen's budget gets back into the black. Iain expects to be listed again in issue 23. He is still accepting new subscribers since his Dip and Railway Rivals game openings are international games. In the meantime he can be seen, in a recurring role as a subzine writer primarily on British politics, in Peter Sullivan's *C'est Magnifique*.

If you know of a postal game zine which I haven't listed in ZR, please help out by notifying me of its existence. If possible give editor's name and address, a brief description, and when you last saw an issue.

[Editors, please note: Zines noted with a † have not been retained in my records.]*

Mark Weseman (Seoul, Korea)

Congrats (I guess) on taking over ZR. I have enjoyed Garret's run, and I think he did a hell of a lot of work, but his personality tends to rub some people the wrong way which may be a turn-off to novices. Even though some may scoff at this, I do think that hobby institutions such as ZR pass their karma off to the rest of the hobby. I think that in some ways we have been our own worst enemies, and that we need a kinder, gentler ZR to help ease novices into the hobby. Based upon your writing in *Pere*, I believe that your ZR reign will be a kinder and gentler one. I wish you well with the endeavor.

Michael Gonsalves (DuBois, Pennsylvania)

Dipcon; *Zine Register*; Marco Poll; *Perelandra*; International Subscription Exchange? How do you avoid burnout?
[[I give up the Marco Poll <hyork>..]]

Andrew York (Universal City, Texas)

You ask for suggestions, or improvements, well, I think you've taken a giant step forward with the Keyword index! It's something that will greatly enhance the usability of the ZR. Two that I had questions about were multi-games and Mensa. The latter I didn't know if you meant primarily Mensa or associated with Mensa. With the former, I'm guessing you mean non-Dip, non-rail multi-player games and thus I didn't check it.

The other thing I've been looking at is an index like Stephen Agar uses in *Spring Offensive* to reference who's running each variant. Actually, I'd like to see this as a part of *Pontevendria*, but I doubt it will under the current administration. Your thoughts?

[[At one time both Pont and KGO (Known Game Openings) were including such a cross-reference; it seems easy enough if you're compiling openings by zine to also compile them by game type. But that raises the problem of keeping Pont to one sheet of paper. Now that you're taking over that project, you can weigh that decision yourself.]]

Andy Bate (Bristol, England)

I have to admit that the price of the *Zine Register* seems a bit steep. Of course, with such a large product it is difficult, but I can't see you receiving many overseas orders, except from the usual Hobby hacks. I suspect the issues you do send here will do the rounds, which is one way for us to reduce the cost.

[[Great. I'm far more interested in having people enjoy and participate in ZR than I am in using up more paper! The price was a big puzzle for me. I had no way of knowing just how big this would be, once I put in place the changes I wanted. If nothing else was different, the zine would be smaller because so many folding zines and the like are now listed only in sketch form, but larger due to the index and letter section, so it seemed best just to maintain the previous price schedule. But I think we've solved this problem with Iain's suggestion that he become the U.K. distributor—see page two for details.]]

Larry Peery (San Diego, California)

[[lifted from World Diplomacy #9]] Why is it that when somebody finally learns how to do the ZR properly, they immediately abandon the job? With the exception of DW this is the most demanding editing and publishing task in the American hobby. Schenck's last issue of ZR was one of the best ever.

[[WAS the best ever, IMHO. I'm just now (June 1) beginning to appreciate the size of this task—I've already learned things that will make ZR23 five times easier than this. But I do have a goal of lasting longer in this job than any previous editor, which I think means six issues (three years). We'll see...]]

THE DREADED DISCUSSION QUESTION

What's the most important sign of a 'healthy hobby,' and what do you think most needs to be done to achieve that state?

Eric Young (Armstrong, British Columbia)

The sign of a healthy hobby is that it is a hobby. No one should take it too seriously. There should be no feuds about one person's thoughts or actions. We all get something personal from it. If one person/group does not give you what you desire from their contact then search around for others who can meet your needs/expectations. So in that sense our greatest attribute is our *diversity*. As an amorphous group we can offer all things to all people and if we lack something, someone will start offering it. We then should welcome that as part of our hobby. To maintain our hobby we must be open and accepting of our diversity and not alienate anyone.

Chris Hassler (Pasadena, California)

In my opinion, the most important sign of a "healthy hobby" is variety. The reason is simple. As soon as any group rejects that which is different, it quickly becomes insular and inbred, losing all vitality. Fortunately, the hobby appears to be very healthy in this regard. A quick glance at the last ZR showed a comforting diversity: from the "Pure Dip" zines to the Rail zines to the United leagues. All have their place. To keep the hobby healthy, we need to continue to encourage the diversity. Try running a type of game other than what you normally run. You may be surprised at the response you get.

Buz Eddy (Edmonds, Washington)

The question as stated implies an "unhealthy hobby," a premise I do not accept. There are 175 names in Doug Kent's PDO Census that were not in the preceding census. The enthusiastic support I have experienced with respect to establishing support for ftf play, and the support for hobby services like ZR, *Diplomacy World*, and the BNC suggest to me that Diplomacy commands as much, or more, devotion from its adherents than any other copyrighted board game in the world. The strength of the British tournament participation (100–140 people playing at Manorcon), the growth of our electronic mail hobby, and the sustaining of our pbm and ftf hobbies in the U.S. all suggest hobby health to me.

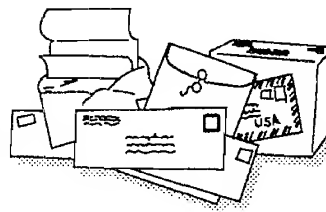
To address the spirit of the question, which I choose to translate to "What can I do to increase the strength (health) of Diplomacy?", I am seeking help in designing support services for ftf play. With 6000–7000 sets in annual sales, and 175 new names hitting the Census, it is obvious that there is much Diplomacy play occurring that is not in our network. Supporting services for pbm are established and have long served to enhance our enjoyment. There are a great deal more ftf players and if we can develop a set of services that enhance their enjoyment of the game, and provide that on a reliable basis, we can truly increase the strength of our hobby.

Brent Farha (Wichita, Kansas)

Signs of a healthy hobby: people who know how to win or lose gracefully (gamblers and wargamers are, unfortunately, some of the biggest jerks in the world).

David Hood (Hickory, North Carolina)

I think the most important sign of a healthy hobby is two-fold: more gamestarts every year, and more Con attendees every year. I'm not a big numbers freak *per se*, it's just that I believe that this game is capable of supporting a larger, more vibrant hobby. To get there, let's stop all in-fighting, and concentrate our efforts instead on novice recruitment, using whatever ideas anybody has. Ads, better publicizing at cons, news releases, federations, house cons, recruitment among friends, *whatever*. Let's do it!



Mark Nelson (Leeds, England)

I don't think that there is a "most important sign." There are a number of important signs. The number of gamestarts (excluding email games), the number of folds/new zines, and the general level of hobby awareness. As two of these factors are linked to the number of novices entering the hobby, I suppose that that may be the "most important sign" after all: the number of novices entering and *remaining* in the hobby.

What can we do to *maximize* the flow of novices into the hobby? The answer is to have a flyer in the box and to supply a good support service to those that need it.

[[Mark goes on to credit John Caruso, David Hood, Rex Martin and Cal White for providing just that.]]

Andy Bate (Bristol, England)

I'd have thought the obvious answer was that we don't spend page after page moaning about the sorry state the Hobby's in, and how short of new blood we are. Can't think of anything more likely to deter a newcomer myself!

As to a solution to the problem, I'd have thought an organized advertising campaign, carried out by an informal ad hoc group of interested people. You need a standard poster, to which can be added the name and address of the local contact. Then you produce an introduction to the Hobby, which the contacts would send out to any respondents. The other thing that might be worth investigating, as I've suggested to Doug Kent in a letter to *Foolhardy*, is to investigate public-access TV.

[[Television would only be remotely helpful in the largest cities—and even there it might still only reach a very few game players! No, your advertising always has to be geared toward your market; reach game players through game-related media.]]

Stephen Glasgow (Willowick, Ohio)

When I first started playing postal Diplomacy, I was amazed how widespread the hobby was. It looked healthy from the outside, like a bushel of bright shiny apples. I started nibbling away—sub to this zine, trade with that one, play a variant here, write a letter there. There was so much to choose from! Gradually I discovered a large number of rotten apples. I found hate festering among the camaraderie and good will! And it's spreading through the whole bushel, spoiling things for the rest of us.

I'm referring to the feuds between various personalities in the hobby, of course. Most folks agree to disagree, and go on about hobby business with civility, even courtesy. But a few guys with large egos and bad attitudes crawl from apple to apple, infesting each with the same disease. There's nothing worse for a new player than to bite into a fresh apple and find it rotten to the core. One bad taste, and many drop from the hobby entirely.

I recognize that every large group will have internal cliques, and there's nothing wrong with that. Some of us in the Diplomacy orchard are Red Delicious, some are Golden Delicious, and some are Granny Smiths. Naturally, each grows on a separate tree, and tends to end up in the same basket. Most players try many different zines and games until we find the type we like best, then we stay put. Polls tell us which apple is the most popular each year.

I believe the most important action to improve the hobby's health is to throw out the bad apples. Not that we can revoke their membership, of course, but we could reduce the influence they have on the good apples by shunning them. Let them rot in their own bushel basket!

[[I don't believe the hobby is as bad off as you would imply. It's a lovely metaphor, but an apple is either rotten or good; people tend to come in shades of grey somewhere between good and bad... yours truly included, who is well-known as the ultimate 'feud wimp.' (Stephen can't really be so insistent that we shun feuds, since he raves about a zine full of feuds, as he describes it, later.)

[[Since you asked (elsewhere), Stephen, I pronounce my surname 'gaw-hen,' with a harder-than-average h; but some branches of my family say it 'gawn' as in gone with the wind.]]

Scott Cameron (Hicksville, New York)

One way to determine the health of the hobby is to look at the quality of the Diplomacy being played. After all, playing Dip is what it's all about, and it doesn't really matter if the hobby census is up if nobody knows how to play the game. There's nothing more frustrating than playing in a game in which the players seem to think they're playing Gunboat and they aren't playing it very well. On the other hand, there's nothing more enjoyable than playing in a game in which your opponents are active, subtle, open-minded diplomats who understand how the game is played both tactically and strategically. So I'd say that the more good players there are, and the more zine that there are that encourage quality play with accurate GMing and fast turnaround times, the healthier the hobby is. Not that there isn't a place for slower "reading zines," but without the "playing zines" we might as well be playing postal Go Fish. Also, all publishers should use DIAS rules. DIAS is the only real way to play Diplomacy.

[[Worth noting—in an era when "turbofreak" or "fiawol" attitudes are stigmatized, Scott is willing to say, rightly, that better play and consistent zines and GMs are good for the hobby. I don't go as far as he does—what does DIAS or non-DIAS have to do with the hobby's condition?—but I applaud him for being the one person to identify this element.]]

Brent McKee (Saskatoon, Saskatchewan)

You don't believe in easy questions, do you? Well, I'll give it a shot.

The most important sign of a healthy hobby is expansion, or at least avoidance of contraction. The hobby is like a shark. If a shark doesn't move, it dies. If the hobby doesn't have a fairly regular intake of new people, we will start to lose ground and contract as people who have been involved for a long time give the hobby up. In this context, it is also important to get younger people involved. I get the impression today that the hobby is getting older although I have no figures to back this up.

To achieve this, well, it is fairly trite to say it, but we need to promote the hobby in a variety of ways. The new game flier is one way to start, but there are lots of other things that can be done. The Australian hobby is based on a large number of face-to-face tournaments. North America is really too big for most of us to participate in that sort of national "tour" but I do think we need more cons and more promotion within existing general-interest cons. It could be useful to send copies of the *Zine Register* to organizers of those general-interest gaming cons, even if they don't currently run Dip tournaments. In the *Register*, they might find someone in their area who is willing to run a tournament for them. I would also advocate having articles about Diplomacy in various magazines catering to gamers. *The General* is an obvious choice, but how about *Games* magazine?

We should also consider sending general-interest cons several copies of zines from the region of the con (if there are any). Those zines should have coupons in them that allow the person picking them up a discount on subscriptions and/or game starts in those zines. At the very least, this might get newcomers into the zines.

Most important of all, once we get new people coming into the hobby it is vital that we keep them in by making them feel welcome and providing them with a diverse and interesting experience, to show them that the hobby is about more than moving blocks around a board.

How's that for an answer?

[[As a matter of fact, Brent, combined with the dozen reviews you sent, it's earned you a free copy of ZR! Thanks!]]

Steven Carlberg (Chamblee, Georgia)

I'm going to cut against the grain a little bit here and say that we already *have* a healthy hobby—the sign of health being that there is so much *interest* from so many people in talking about how things ought to be done in Dipdom. People wouldn't want to run the show unless they felt the show was worth putting on!

To improve the "health" of that interest, what I think needs most to be done is for people to spend more time genuinely boosting one another's efforts instead of destructively attacking. We would do well to follow Benjamin Franklin's advice, when he was asked why he was so successful a diplomat, to speak ill of no one, but to lavishly praise at every opportunity. Unfortunately, Dipdom has a number of highly visible crabapples around who seem to believe in doing just the opposite, never having learned the lesson that tearing somebody else down is not the real way to become bigger yourself.

There's a lot of talk about the need for "new blood" in the hobby. While fresh enthusiasm is always welcome, our first priority should be enjoying ourselves and encouraging each other in the excellent situation we've already got. If it's obvious that we're having a good time, there won't be any problem getting new folks to stick around once they find us.

Jim Burgess (Providence, Rhode Island)

A basic answer here is pretty obvious. As a hobby, we are here to have fun or amusement as a choice in how we spend our leisure time. When a hobby is sick, people in the hobby are not achieving this goal. A healthy hobby need not be a growing hobby, but it needs to satisfy the people who are in it.

It might be interesting to run a hobby satisfaction survey to see how healthy we really are. Personally, I think we are pretty healthy by this criterion at the moment. What most needs to be done? It's really difficult to speak in general on this. Personally, I'd be happier in the hobby if people wrote more—more letters, more press, more negotiation—and that includes me. What would please me would be irrelevant to others and irrelevancy seems to bother quite a few people in itself. I'm in a hobby to get away from "least common denominator" kinds of thinking. Attitudes like the one expressed by David Hood in my latest issue on the irrelevancy of my music discussion disturb me. I like the fact that this hobby has such a diverse group of writers, but if some of them are inhibited in this way then I guess that's what I'd change.

[[Jim, I'd definitely be much happier if you'd write more!]]

Pete Gaughan (Novato, California)

My special thanks to those who believe that the hobby is healthy, but responded nonetheless with ideas for improvement and maintenance! The Discussion has generated these suggestions:

- New game-box flyer promoting postal play: our squad of publicity people (White, Hood, Behnen, Caruso) has already done a fine job on that.

- Encouragement of face-to-face play, both in promoting existing games/tournaments and creating new opportunities: Buz Eddy is already undertaking the task but has received relatively minimal support. Remember, while many people play face-to-face but have absolutely no interest in play-by-mail (I have half a dozen of those in my local circle of gamers!), so also there are also those who play by mail but do not at all want to play ftf. What's needed is for those who enjoy both formats to help both groups!

- Larger numbers—more players, more games, more zines: If Bruce Linsey is able to get the publisher's handbook jump-started, that would be fine a tool to push prospective GMs and publishers in this direction. The combination of Buz Eddy's ftf efforts and David Hood's push to get the Avalon-Hill flyer into more cons and tournaments should help bulk up the numbers on that side of the equation.

- Publicity outside the hobby: *The General* already discusses Dip about as much as it can, given that Avalon-Hill has its own marketing purposes to pursue there. *Games* magazine is interested in Dip insofar as they keep track of every game. Marc Danna was gracious enough to include DixieCon and Dipcon in his list of game tournaments this year (along with everything from the Scrabble championship to crossword puzzle contests); I don't know how open they'd be to a feature article (it sounds like an excellent idea to me!).

- Fewer feuds/more tolerance/a friendlier atmosphere/no sore losers: Sounds great, but remember we're human. It's unlikely we'll always get along in a civil manner, let alone agree on most subjects! The key, I think, is the response of third parties to a feud. Although I have in past feuds used the 'silent treatment' that Stephen Glasgow suggests, it's not the best answer. A lot can be accomplished if two feuders get a uniform message of disdain for their actions from the rest of us.

- Variety/diversity (of people and of games): By emphasizing the Postal *Games* Hobby in *ZR*, I am going against the grain—even my own grain! Diplomacy will always be the primary game for me, and for many others. But a wider audience never hurts. We can benefit from a hobby of leftists, rightists, and centrists; a hobby of FIAWOL and FIJAGDH; a hobby of 1830, Dip, Machiavelli, United and multi-game players.

- Improved quality of play: This could be tough. As Dip moves from a majority role to just a "leading" position, it may be hard to find large numbers of skilled/serious players.

It seems to me that it would be appropriate, for those who want further discussion, to carry this topic into *Foolhardy*. You're welcome, Doug!

I now need hobby input on what next issue's Discussion Question should be—and even, whether I should keep this section (though it looks like a success from where I sit). The DQ for issue 23 will be announced in September, along with the

TO NOVICES

There is a great huge load of jargon in this *Zine Register*, which I haven't made any attempt to translate. If Mark Nelson's *Diplomacy A-Z* gets finished and gets widespread distribution, then that will be the source for answering all the questions that are bound to arise about in-jokes, terms and abbreviations, and references to historical zines and events.

But for now, let me say this. If there's an element of *ZR* that you don't understand, I encourage you to write to me and ask what's going on. Or write to the person who made the comment or review. This is a postal hobby; our essence is communication. Sometimes we don't communicate too well with outsiders and newcomers because we've bred our own little culture, but that doesn't mean we're not willing to explain ourselves and make it easier for someone to join the fun.

If there's enough demand, I may expand the index to include a true glossary, so that terms like FIAWOL and WAHF get the explanation needed. For now—just ask!PJG

**A NOTE TO
NEW-
COMERS**

THE 1993 MARCO POLL

ZINES	editor	votes	score
1. Maniac's Paradise	Doug Kent	455554454555	56
2. Upstart	Garret Schenck	525555	27
3. Well, Martha, It Kinda' Sorta' Looks Like a Dip Rag, Don't It?	John Schultz	4442333	23
4. Crimson Sky	Mike Gonsalves	243254	20
Northern Flame	Cal White	543323	20
6. The Home Office	Fred Hyatt	23341221	18
7. Ramblings by Moonlight	Eric Ozog	451123	16
8. Diplomacy World	David Hood	5234	14
9. Rambling WAY	Andrew York	4152	12
10. Zero Sum	Richard Weiss	344	11
11. Appalachian General	David McCrumb	334	10
12. Cheesecake	Andy Lischett	342	9
Costaguana	Conrad von Metzke	54	9
Foolhardy	Doug Kent	45	9
Pilot Light	Kevin Brown	522	9
VERTIGO	Brad Wilson	351	9

22 others received votes. '5' indicates a first-place vote; 4 for second, 3 for third, 2 for fourth and 1 for fifth.

FRESHMAN ZINES	editor	votes	score
1. Zero Sum	Richard Weiss	44455532554	46
2. Aren't You the Guy Who Hit Me in the Eye?	Andy Marshall	55532354434	43
3. Foolhardy	Doug Kent	34555355	35
4. Metamorphosis	David Wang	53354455	34
5. Rainbow Warrior	Shane Hedegard	14	5
6. Loco Motives	Dan Huffman	1	1



PLAYERS	votes	score
1. Fred Hyatt	5541123	21
2. Stven Carlberg	4553	17
3. Eric Voogd	4435	16
4. John Schultz	1434	12
5. Stan Johnson	144	9
6. Bill Scharf	323	8
7. Kevin Kozlowski	25	7
8. Doug Kent	33	6



9. tie among Kathy Caruso, Jim Diehl, Jim O'Kelley, Marc Peters, Don Scheifler, Jack Garrett, Karl Schuetz, Graham Wilson, Rick Stuart, Melanie Winters, Gene Gesner, Michael Vaporis, Steve Swigger, and Bruce Roberts, at 5 points.
37 other players received votes, for a total of 59.

Many congratulations to Doug, on winning the Marco Poll for the second consecutive year. Richard and Andy's zines chased each other in the Freshman polling for the past several weeks—and it was clear that *Metamorphosis* would have been in the hunt had David not had production problems. With Gary Behnen ineligible, the Players' race was wide open. I originally expected Kathy Caruso to run away with it simply on weight of reputation, but it seemed voters (there were 25 voting this year) seriously considered recent performance. I was glad to see Eric Voogd get some recognition, since it is easier for hobby big names like Fred, Stven, John and Stan to make this list.

My thanks to all the editors who passed along the publicity to their readers. I know space is precious in most zines, so every plug was appreciated.

If you want more data on polls, I have a sheet reflecting the poll results from the Marco (since 1981), Runestone (since 1977) and U.K. Zine (since 1974) Polls, which is available for a SASE. Those tables were also reprinted in the latest *Diplomacy World*, #70.

Finally, this is my last year as Marco Poll 'custodian.' I need a volunteer from the hobby to take over conducting the MP. The Poll should be run between December and April, so it offers a different time frame than the Runestone, and I would like to see the new Pollster keep running the Freshman Zine category. It offers very little work (it can even be tabulated manually!) but it has to be someone who's willing to mail an announcement to every zine publisher, and maybe push a little harder than I have to increase voter participation.....*

REVIEWERS

In each zine entry, if the editor sent comments on his own zine they are printed first, with the editor's initials following. I find it necessary to review the reviewers, because in several instances your unfamiliarity with one or more of them may cause you to draw the wrong conclusions about the zines they're discussing. (Another step to take is make sure you've read the Discussion Question—reviewers' comments there can shed light on their zine preferences.) I hope I do this without chasing any of them away permanently, since they have all been an immense help to me in preparing this issue!

SoC = Scott Cameron. Scott publishes two fast warehouse zines and likes for zines and GMs to be quick and error-free.

StC = Stven Carlberg. Stven publishes *Hoodwink* and has many ties to science-fiction fandom. While his zine looks good, using computer publishing techniques, he doesn't seem tied only to 'pretty' zines.

RC = Randy Cox. Believes in a 'quantity-over-quality' value system when it comes to game variety and openings.

BE = Buz Eddy, whose article on the Thirtieth Anniversary of *Graustark* I lifted to form a review here.

SG = Stephen Glasgow. Big on maps and layout, Stephen's own zine (*War Fair*) is also big on reading material.

CH = Chris Hassler. Chris seems to prefer any game but Dip.

RI = Richard Irving. My thanks to Rich for his help with E-mail information!

PK = Paul Kenny. Paul is a "Small is Beautiful" guy who believes fast, cheap service should be commended.

MDL = Mark D. Lew. Mark runs non-stop commentary in his zine, *Benzene*, and commented on a zine I've never seen (*The Village Atheist*), but failed to comment on his own publication!

ML = Michael Lowrey. One of my (I hope) resident United experts.

AM = Andy Marshall. Andy only reviewed the largest zines in the hobby—does that mean anything?

BM = Brent McKee. Erudite and intellectual, Brent can contribute to any conversation, especially in overseas zines.

LP = Larry Peery. Hobby old-timer and iconoclast, Larry is an internationalist and was kind enough to allow me to use some his comments from *World Diplomacy*, which make great capsule reviews of several unique zines.

SN = Steve Nicewarner. Steve likes super-extra-large zines with lettercols and such, and, at the other end of the scale, out-of-the-ordinary games like Empires and Nomic.

JS = John Schultz. John is plainspoken and likes his zines that way—with large doses of the editor's personality in each.

MW = Mark Weseman. Mark's hobby interests are almost entirely outside Diplomacy now—United and rail games, primarily. This is at least in part because he's living in Korea again and he's wary of postal time-lag.

BW = Brad Wilson. Brad sees the hobby as having a major problem with a subset of people who overrate speed and computer graphics: Turbofreaks. He publishes *VERTIGO* and believes that \$1 sub rates or \$5 game fees are exorbitant. His review of *Absolute* nicely sums up his preferences.

and of course PJG = Peter J. Gaughan. I think of myself as a wimp with an occasional tart wit. Although I prefer zines with as much non-game reading matter as possible (hence the features in my own zine, *Perelandra*), I love 'em all.

Winner of a free copy of this issue, for submitting the best set of guest reviews, is Brent McKee, in a close decision over Brad Wilson and Scott Cameron. But thanks again to everyone! In September get ready to "write up" the hobby, because I'll be giving away another free issue. Please join us, because this is about half the number of reviewers I need to make this work!

I lost some reviewers because I didn't start publicizing this early enough. My apologies. I lost others because I promised to *edit*, rather than guaranteeing I'd print every word I was sent. *That* policy will stand.

HOW TO USE ZINE REGISTER

In some cases Diplomacy variants include "Dip" or "Diplomacy" in their names. I've shortened this to "Dip" in all cases. For those that don't have either, among the game lists, I've adopted the convention of marking Dip variants with (vt). Everyone should understand that "Gunboat" is a catch-all term for any anonymous game, and when standing alone usually means "Gunboat Diplomacy." For all zines, the standard entry will be:

Zine Title

Editor's Name, Address and any Listed Phone Numbers

subscription price	sample price (if not stated, then same as price for one issue)	date of first issue
frequency	size and format	circulation
games currently run	waiting lists currently open	date of latest issue seen (lastish)

Keywords: index terms which describe the zine.

Zine reviews, starting with the editor's comments, if any.

I only list phone numbers where specifically authorized by the editor. The frequency of publication listed is the typical frequency the zine appears, barring emergencies—not necessarily the editor's desired (or imagined!) frequency. Formats are generally either 'open page'—which is what you have in your hands—or 'digest,' which is a booklet formed by copying four pages on a sheet and folding the sheet in half (a la *Reader's Digest* as far as size is concerned). Circulation figures are approximate in most cases, as all editors gain or lose a few readers each month. Game and waitlist information is current as of May 15th; in most cases, a one-time game fee is required in addition to a subscription but ask the editor to be sure, or get a copy of *Pontevedria* for current details.

Starting next issue, *Zine Register* itself will be included so you'll have a spot to 'review' it just like anything else.*



Absolute!

Paul Kenny, 75-A Maple Avenue, Collingswood NJ 08108-1008

price: free to participants, 35¢ to others

firstish: April 1991 as zine (August 1987 as subzine)

frequency: monthly

format: 14 open pages

circulation: 50

lastish: May 1993 (#21)

games running: Diplomacy, Gunboat, Northern Ireland

games available: Computer No-Map No-Press Gunboat

Keywords: chat, multi-games, variants

Absolute!/Standard Deviation is a warehouse zine with articles, chat, letters from the readers regular or occasional, and couple of columns. The Editor-in-Chief tries to make a zine friendly to new players and new publishers. 40% of *Abs/SD* readership was introduced to the hobby through this zine.

Abs/SD includes a letter column; Regular Dip and variant Dip games; Andy Bingnear's "Beer Hunter;" Sandy Styles' "Hockey Review;" Steve Cameron's review on games, "Steve's Spot;" hobby news, and Irish news including the continuing struggle of the Volunteers versus the foreign military occupation and their cronies. I could price my zine at a dollar per issue, but that would be bullshit. So I keep it free to players. Keep the hobby a hobby.PK

[[Paul subtitled this "The official zine of schizophrenics."]]

I just started receiving this publication so I'm not exactly qualified to critique but I like what I see and *Absolute!* is free to players and contributors, is only 35¢ to others, which taken alone is worthy of what praise I can give.JS

A zine after my own heart—ugly, contentious, cheap. A lot of new faces play here and write here, making it fresh and different. Lots of Irish material; Paul's a Sinn Fein-er of long standing. Irritate your favorite British hobbyist by sending him a sample of this! A genuine bargain.BW

Paul is slowly evolving this zine from a zine with just games and some comments on Ireland, to a true reading zine. Ken Walker's "Historical Spotlight" section has truly been excellent in the past two issues. Too bad issue 20 arrived with a (gasp) white cover!DK

Absolute! is becoming something of a team effort, with Paul now including a contributor list in the colophon. He's trying to pick up the mantle of the East Coast Clique, where the number of zines has been dwindling for some time, and does a good job of projecting the grungy, Ordinary Joe image that is favored in those circles.

Paul's hook is the Irish news. If you are interested in Ireland today, on either side of the nationalism question, you'll look forward to each issue. If the subzine editors stick with the task and don't fade away, this could become a junior *VERTIGO*, with sports, beer, and convention news. And like *V*, looks aren't really that important—Paul provides maps, but they're hand-drawn, and there are very few graphics tricks in the zine layout.

Standard Deviation is the subsection of the zine devoted to variants—this used to appear elsewhere, but Paul has brought his projects together to form one zine and the outcome is a good product.PJG

The Abyssinian Prince

Jim Burgess, 100 Holden Street, Providence RI 02908-5731

price: 50¢ or \$5.00/12; free to players

sample price: free

firstish: March 1984

frequency: three-weekly

format: 20 open pages

circulation: 75

lastish: 17 May 1993 (#129)

games running: Diplomacy, Gunboat, Black Hole Diplomacy

games available: Nuclear Yuppie Evil Empire Dip

Keywords: chat, variants, e-mail, speedy, international, fannish

This zine attempts to be the best music chat zine in U.S. Dipdom, one of the last remaining sources of fannish press, and an interface between the Internet e-mail and postal Dip hobbies. It hasn't done any of these missions especially well lately as a result of the editor's schedule. New subbers are not particularly sought, but should intend to be active contributors in at least one of these three areas.JB

Named after a character in a book by Samuel Johnson, *TAP* came from a zine called *The Boob Report*. *TAP* has always been a Dip zine dedicated to a lot of press writing (most of it pretty good); and letters on music, much of it alternative music which is what brought me to this zine in the first place; and tons of stuff about CompuServe, which I don't read since I don't have CompuServe. Jim-Bob does a great job with *TAP* and I look forward to getting each issue.PK

Pages of letters with clean text. Lots of press with each game, mostly standard Dip, and simple maps with unit positions hand-drawn. Very nice, overall.SG

Excellent publication. The place to enjoy the wit of the 'Boob.' The place to enjoy in-depth musical discussion ranging from good old rock & roll to theory. The place to hear what E-Mail players have to say about the PBM aspect of our hobby and vice-versa. And of course, a great place to play well-GMed games.JS

Like music chat? Like E-Mail chat? Like wacky press from some truly old-time hobby farts? Like unusual variants? Like Big East hoops? Get this. Jim is a wonderful, friendly guy who puts a lot of himself into his zine. Not for the terminally serious.BW

TAP has become one of the longest-running zines in the hobby, and like many hobby fixtures it has had the same look and feel for many issues now. The continued success of that look is mostly because we all love the editor. >>>>



Jim-Bob "The Boob" Burgess is a gentle soul with a love for a good slam—even if you're slamming him. He is a nut for music in any form, but the other discussion topic (electronic mail) was something Jim fell into. His academic career provided him with e-mail contacts, and as those folks started to contribute to *TAP* Jim began to push for more. The e-mail discussion is not, contrary to Paul Kenny's comment, just for those who have CompuServe; it's an opportunity to educate us non-emailers on what's going on.

The zine is very text-heavy, with letters and games and little else. Despite the fact that press writing has fallen off sharply from a couple of years ago (this is a hobby-wide change and not a fault of *TAP*), Jim's love of press and his mix of Old Farts with Young Turks produce good story lines and even a few original zingers. *TAP* is a bargain, especially for music lovers and fans of wild, wide-open variants.PJG

Alpha & Omega

Lee Kendter, Jr., 376A Willowbrook Drive, Jeffersonville PA 19403

price: 75¢; \$1 Canada; \$1.50 overseas

firstish: May 1983

frequency: quarterly

format: 12 open pages

circulation: 25

lastish: 14 December 1992 (#28)

games running: none

games available: none

Keywords: variants, service zine

An overpriced newsletter reporting on who is keeping track of variant game endings. However, I should say I've only seen two issues.PK

The Miller Number Custodian Report. See how you did in all those variants you've been playing and while you're at it pick up the rules to a variant game or few.JS

A&O usually consists of dry lists and statistics: which variant games have been added to the North American Variant Bank; variant gamestarts and finishes, and the Miller Numbers assigned to each; and in some issues, a reprint of the rules to a variant. Lee promises to print articles if they're sent to him, but has not (to my knowledge) been writing any himself.PJG

Angst United

Dan Stafford, 3284 Atlin Avenue, Dublin OH 43017

price: free to standbys

games running: United

games available: United

Keywords: warehouse, United

AU is a warehouse United zine. The zine includes the results of the United league, which in its sixth season, and a page of press. Dan usually inserts whatever editorial comments he want to make in the press section. The results are clearly presented, but the league seems to lack that special something. Season 6 is about to close, and Dan has said that he needs a few more managers to make a go of Season 7. If you are interested in United, contact Dan about openings in *AU*.MW

Dan did not respond to my request for information, so I have only Mark's word that this zine is still around.PJG

The Appalachian General

David McCrumb, 3636 Old Town Road, Shawsville VA 24162-2038

price: \$10/season; \$1/issue

sample price: 52¢ stamp

firstish: August 1983

frequency: monthly

format: 18 open pages

circulation: 25

lastish: 29 May 1993 (#155)

games running: United

games available: United—needs standbys

Keywords: United

Zine for United Soccer, which plays like a European soccer league. There are three divisions: Premier, Second and Third. At the end of the season, the league will realign and the bottom two teams in the top two divisions will drop down to the next-lower division, while the top two teams in the bottom two divisions get moved up. You send in move for three games at a time in a 30-game season. I just started playing, so I'm not sure how the playoffs will work, but the rules aren't as bad as I thought they would be.

My only complaint is that at \$10 a season, that's a little steep! What are you getting for \$10?PK

TAG's United league is now in its second season, and David has expanded the league from 6 to 18 teams. David is excited about his league, and it shows in the presentation of his results as well as in his writeups of the month's results. David also includes a little bit of editorial chat along with the United results. Like the rest of the United pubbers, David is always looking for standbys. So if you are curious about the United hobby, give David a buzz.MW

Once Dave McCrumb ran a Dip zine. Then he discovered United and decided to open a league. The result of all this is the current version of *TAG*. It's regular, good-looking and a fun place to play United if that's what you're interested in. Also has a Civil War theme throughout.ML

This (United) incarnation of *TAG* seems to be working really well. Dave is truly one of the "nice guys" of the hobby, and he runs a quality zine. It's also one of the more punctual, which admittedly isn't saying much for United zines. If you're interested in United, this is a good place to look (after my new league, of course).SN

A

The latest *TAG* carries the news that *Pilot Light* will fold; another indication that the United hobby is still a small, enclosed world, as David is reporting this before anyone else.

The zine is clearly a warehouse, with 90% of its space devoted to results, standings, and press for United. However, David does produce a one-page bio of a Civil War general each issue; but while he fills in the odd spaces with tidbits about family life (music, minor-league baseball, peewee soccer), there's less of that chat than in almost any other zine.PJG

Aren't You the Guy Who Hit Me in the Eye?

Andy Marshall, 13314 Bayberry Drive, Germantown MD 20874-2956; home phone (301) 353-1176, work (303) 258-4050; Prodigy: HMDS24C

price: 75¢ sample price: free firstish: July 1992
 frequency: five-weekly format: 20 open pages circulation: 40 lastish: 30 April 1993 (#9)
 games running: Diplomacy, Gunboat, 1898 (vt), Enemy in Sight, Fog of War Dip
 games available: Diplomacy, Gunboat, Mitotic Dip, Minimalist Dip, Kremlin, Kingmaker
 Keywords: chat, politics, variants, multi-games, left-wing

Arnie has comfortably transitioned from infancy to adolescence, thanks mostly to the support of a core of really loyal readers and gamers. I've had more trouble than I expected in getting games started, and there are some openings that are getting right moldy, but all in all things go well as *Arnie* approaches its first birthday. The zine is growing steadily, and the subscription list grows by one or two people a month. I'm also pleased that the letter column is developing; that takes a lot of editorial pressure off of me and delays the nuclear-quality flameout that Brer Phil predicted for me in the last issue of *ZR*. Yet another thing that pleases me is that *Arnie* has successfully brought a number of people into the postal hobby from the E-mail hobby, and is even now potty-training them. In sum, *Arnie* is still crisp and regular, and always will be; the staples are still politics, baseball, and whatever's annoying me when I write the thing; and I still have room for plenty of games. Overall, I'm really happy with the things. So subscribe (please).AM

The best of the newcomers. Excellent, controversial letter column. Excellent editorials by the editor/publisher. Excellent GMing and one of the three places in the world where you can play PBM *Enemy in Sight*. Just all-around wonderful.JS

Arnie got off to a wonderful start, with Garret Schenck and John Schultz supporting Andy's lesser-known buddies in the letter column. (This is a fine place to play against some people you haven't met before, unless you were part of the *Moiré* comet that sped through the hobby a while back.)

Andy regularly runs five or six pages of editorial and letter space, though the latest issue hit the 'speed bump' of extra-curricular activity and was pared back to two pages of chat to keep the zine under one ounce. Andy has found a level of editing activity he can handle, and it's a recipe for success—enough material to make readers want more but not so much he can't keep up with it.

There is an emphasis on politics, since Andy is a Democrat living in Washington; his readers give first-hand accounts of what opinions are like in the military, in the Republican party, and among college students. There never seems to be quite enough content in any one issue for my taste, but the overall impression is of a conversation you don't want to walk away from.PJG

ark

Eric Brosius, 41 Hayward Street, Milford MA 01757-3554; home phone (508) 473-0252; CIS: 72060,1540
 price: \$5.00/10 issues sample price: 50¢ or two 29¢ stamps firstish: September 1989
 frequency: every few weeks format: 8 open pages circulation: 19 lastish: 8 May 1993 (#64)
 games running: Diplomacy, EuroRails, Empire Builder, Railway Rivals
 games available: none
 Keywords: rail games, warehouse, speedy

The focus of *ark* is on the games. I publish little extras from time to time, but my primary goal is to get the game out on time and without errors. I even award a free issue to the first person who notifies me of a significant error.

While I have never promised a three-week frequency for the zine, that has been the average for 3½ years. Players should be aware, however, that my flexible "Target Date" system results in some games going out early if all orders are in. Occasionally a game will be delayed for up to a week if a set of orders has not arrived.EB

Fast, accurate, and nice to look at with the occasional RR strategy article thrown in for good measure.ScC

The rail-game hobby is in a lull but it's not Eric's fault! He keeps opening up new games and analyzing strategies in both *Railway Rivals* and the *Mayfair* series, and on his cover you'll always find the latest rail news (openings, maps, reports on games running by flyer) as well as general hobby news and quick notes on what's up in Eric's household.

Eric has perfected the layout for railgame reports, despite using a program that is text-heavy and graphics-unfriendly. *ark* has been highly rated in polls and Eric himself has been applauded for his GMing. If you're new to *Railway Rivals* and the like, you can be sure Eric will walk you through the jargon to make your game fun.PJG

The Armchair Diplomat

Ken Hill, 6199 Rockland Drive, Dublin OH 43017; CIS: 70357,431

Keywords: e-mail

The CompuServe Dip section still has some close ties to the postal hobby, but most of the names there will never be seen in a pbm zine. I've recently taken on editorship of the variant subzine "The Eccentric Diplomat." Type GO PBMGAMES and visit section 7!.....DK

My last information was that Ken Hill still coordinated this 'e-zine,' but now I'm told that Bob Aube (74270,2276) has taken over as editor. Would an e-mailer please straighten me out on this, since Ken did not respond? For more on TAD, see the Electronic Mail section in the back of ZR.....PJG

Autumn Madness

Bruce Linsey, 170 Forts Ferry Road, Latham NY 12110

Keywords: sports games

Autumn Madness is the publication for the results of Gonzo Football, a game in which participants own teams consisting of NFL players. Game results are based on players' real-life performances. Team owners can trade, sign free agents, and juggle their lineups in an attempt to reach the Gonzo Bowl championship game. Lots of fun! Ask for your free Gonzo Football starter packet.....BL

I have not seen a copy. I must point out that Bruce is explicit in attempting to run his games as a business, which presumes a profit; those wishing to play under amateur GMs should look elsewhere. He provided no further information on price and so forth for this issue.....PJG

The Batyville Gazette

Ralph Baty, 4551 Pauling Avenue, San Diego CA 92122

firstish: October 1990

Keywords: Mensa

Offers nicely done games with maps a bit of press. Lots of Mensans on board.....LP

No response from Ralph, so I have only Larry's word that he's still running games.PJG

Benzene

Mark Lew, 5390 Broadway #2, Oakland CA 94618

price: 80¢; 90¢ in Canada; \$1.45 overseas

firstish: July 1985 (December 1981 as subzine)

frequency: five- or six-weekly

format: 10 open pages

lastish: 7 June 1993 (#97)

games running: Scrabble games available: Scrabble

Keywords: chat, politics, left-wing, right-wing, laid-back

If you are a lean, mean gaming machine, don't subscribe to *Benzene*. If you don't like political discussions (partisan or sexual), don't subscribe to *Benzene*. If you want a zine that you can set your calendar by, don't subscribe to *Benzene*. If you want a zine that is Desktop Publishing-pretty, don't subscribe to *Benzene*. *Benzene* comes out when it comes out, contains one little game of Scrabble, spends most of its page count in a discussion of politics between the editor and the readers. The whole thing is done with a word processor only. I like it.BM

Fine political and social analysis. For just reading it's hard to beat *Benzene*. No dip and the only thing relative to games is an ongoing Scrabble game.JS

A talk show through the mail, led by Ig Lew and his odd sense of what interests the readership. Sometimes he's right; other he's wrong. Worth a look for those looking to be stimulated mentally.....BW

Mark uses a nontraditional numbering system; issue #96 was actually the 66th issue of *Benzene*.

The constant complaint about *Benzene* is that it doesn't show up often enough—for instance, Mark published in October, November and December, then skipped January and February before turning up again in March and April. With no negotiation games running this is not a hardship, but it's a sign of how much people enjoy the zine that they should clamor for more.

Alas, Mark's life is far more important to him than his zine, so we take what we can get. Mark tends to take up two or three pages each issue picking apart some obscure corner of the world for its geography, politics, culture and language; and there are regular sections on etymology, classical music, economics, feminism, and of course American politics. If you view politics as a sport, where the players' personalities and the league standings are as interesting as the actual passage of a bill, you need to be reading this zine.....PJG

Boast

Herb Barents, 17187 Wildemere, Detroit MI 48221

firstish: September 1971 >>>>>

A

B

B

I tried playing in this zine and just couldn't keep up with deadlines only three weeks apart. If you can, though, Herb has been publishing reliably and promptly for years and years, and is well worthy of your support. Elegant layout it's not, so that's a minus; but you'll also get Herb's reports of newly-issued games, and that's a plus.....StC

For most Dip pubs, issue #350 would be a big deal. Not for Herb, it's just business as usual. He's a professional game seller, so there are lots of game reviews and news. It's not a beautiful zine, but you can set your clock by it.....LP

I haven't seen this one in ten years but other editors keep referring to it in the present tense! *Boast* has been well-known, even by those who don't subscribe, for being sloppy and plain, but Herb's fans swear he's the best source for information on the game industry as well as a GM they keep going back to.....PJG

Boris the Spider

Paul Bolduc, 203 Devon Court, Ft. Walton Beach FL 32547-3110; home phone (904) 863-9081; GEnie: P.BOLDUC1; Internet: bolduc@u1.eglin.af.mil

price: \$9/12 issues; \$1/12 issues by e-mail sample price: 29¢ stamp would be nice firstish: March 1985

frequency: monthly format: 16-20 digest pages circulation: 40 lastish: 9 May 1993 (IV:14)

games running: Diplomacy, Bourse, 1830, Kremlin, Magic Realm, The Hunt

games available: only Magic Realm, but 1830, 1835, Diplomacy, Dune, Gunslinger, Stellar Conquest are all possible

Keywords: multi-games, variants, warehouse, e-mail

With 14 games running, *Boris* is about as large as I can handle! But fear not. Three or four games should finish in the next few months, opening up other possibilities for postal mayhem. Would like to do an 1829 (if nothing else than to amortize their considerable cost). Anyone interested should apply soonest.....PB

Excellent place to play but I wish Paul would put more of his colorful, witty personality in the zine. As it is, a tad dry but still one to watch.....BW

Boris the Spider does the little things that make for a successful zine. Paul encourages press, defining several categories for it such as 'Embassy Beat' and 'Classified,' and he has "Ms. Nar" awarding excellent press and dropping a bomb on wretched press each month. The players don't generate large amounts of press but their work is interesting enough for kibitzers to follow. Just enough to keep *Boris*' head above the warehouse tide-line.

Photo-reduction of dot matrix print makes this a tough read for those with poor eyesight. On the other hand, Paul has a disproportionate number of e-mail subscribers, so this is a zine where pbem and pbm can meet and play together.....PJG

Buckeye Rail Gazette

Ken Hill, 6199 Rockland Drive, Dublin OH 43017

price: free firstish: February 1990

frequency: five-weekly format: 8 open pages lastish: 17 Mar 1993 (#28)

games running: Railway Rivals games available: none

Keywords: rail games, warehouse

Although it occasionally is published more frequently, *BRG* is a fairly slow zine but it is the best looking of all the RR zines and is also the best place to go for news of the RR hobby. At one point, Ken was running too many games and the zine suffered as a result, but he has done an excellent job of identifying this problem and cutting his workload back to something he can manage. These same comments can also be applied to Ken's other zine, *The Coach Express*.....ScC

Ken's comments in the last *BRG* included a note that he has a lot to do: "most of you don't know about what I do on CompuServe." Well, his zines have been slowing down over the past year but with the comments I've seen on *The Armchair Diplomat* and other CIS zines I doubt that CIS is the trouble. The rail-hobby stagnation has hit here hard, and I think Ken is tired of being the be-all and end-all of Railway Rivals in the U.S.

Ken has been the agent for David Watts in North America and so *BRG* almost always has notes on new maps that are available, or on rules changes and variants. In an effort to keep things flowing, Ken broke off some games into *The Coach Express*—but neither zine came out to a regular schedule and now that the *TCE* games are nearly completed maybe Ken's GM load is manageable. If regular publication gets rolling again, I'll recommend this one.....PJG

Call Me President

James Goode, 211 Maplemere, Clarksville TN 37040-3558; home phone (615) 647-7272, work (615) 648-7272

price: \$15 includes game fee sample price: will mail rules for \$1 firstish: not yet published

frequency: two to three-weekly format: 4 open pages

games running: none games available: Call Me President

Keywords: warehouse, politics

This game is much more realistic than other American presidential games around the hobby. This edition is actually the second, a revision of the 1980 version with some improvements. But it's never been played by mail. I'm holding back starting it for two reasons—I want six players, and I haven't found a quick way to produce the maps needed.....JG

C

This zine hasn't started publishing yet because Jim hasn't been able to fill up a game. The game fee is a little steep, but it is comparable to what is charged for Campaign Trail games in other zines and the CMP rules are more involved and more detailed than the Campaign Trail rules, so the price is not at all out of line. The game covers the entire election campaign from the beginning of the primaries to the general election. Players may individualize their candidates by choosing their ideological alignment and political background and these choices can have an important effect on how your candidate fares in the campaign. I believe this game would appeal not only to fans of Campaign Trail and other election games, but also to anyone with an interest in politics. What can I say? I like the rules and have signed up for a game, but Jim needs a couple more people to get the bloody game started. So let's get moving out there.ScC

I'll make an exception and run this entry, but in the future I'll keep not-yet-started zines in the front of ZR.PJG

The Canadian Diplomat

Robert Acheson, 15715—92 Avenue, Edmonton, Alberta T5R 5C5, CANADA

price: \$1 sample price: free firstish: September 1987

frequency: quarterly format: 35-55 open pages circulation: 100 lastish: January 1993 (#40)

games running: Diplomacy, Gunboat, Anarchy (vt), Stonehenge Dip, Cline 9-Man Dip, Youngstown IV (vt), Colonia VI (vt), African Dip, Sea of Despair

games available: Diplomacy, Anarchy, Stonehenge Dip

Keywords: chat, variants

Let's face up to facts and admit that *The Canadian Diplomat* is slow. While we're at it we should also acknowledge that Bob brings out an issue every three months on average. Let's also state that most what is here is the games, although he runs a big trivia quiz from time to time and he does express opinions on various issues from time to time. One of the big attractions of *The Canadian Diplomat* is that it is big and cheap. It'll never set a speed record but there have been plenty of zines that were fast and on time but never finished a game.BM

This is Bob Acheson's big and slow publication. The zine's plusses are numerous: it runs lots of Dip and variants with a style that's laid back and humorous. There are also lots of funny little stories from the paper thrown in as filler plus the occasional letter or contest. *TCD* also is cheap at \$1 per issue given that it's 35 open pages and it has become quite attractively done.

So what type of person might not want to get this zine? Anyone wanting a speedy zine. *TCD* has the speed of a Canadian glacier; it crawls. Expect no more than three or four issues a year. As a result, the games take a very long time to complete (three of the four Regular Dip games started in 1987 are still going...). Indeed, I only vaguely remember the game I'm in here. Still, if the turnaround or speed of your game is not a big deal, *TCD* could be the zine for you.ML

The ultimate non-Turbofreak zine. Practically a quarterly, but (yes, Freaks) still fun to play in due to a) the fresh mix of players (not all the same old faces) and b) Bob's somewhat, ah, egotistical attitude. On second thought, scratch the 'somewhat;' Bob does call himself the 'Canadian Dip Diety.' Not as much pure reading material as in the past, but still a zine with loads of personality and true fannish feeling.BW

I have never been a fan of zines which stuff themselves with cartoons and newspaper reprints. *TCD* is huge, and runs a large number of games, but most of the 'white space' is plugged with curious news bits when what I usually want is more of the editor's personality and his readers' responses. I disagree with Bob on a lot of issues—in some ways he's stereotypical, a chauvinist for instance—but I'd rather get him than 'humor' or politics which I can pick up from my own doorstep.

And as for *TCD*'s speed, sometimes I feel that Bob's fans defend him out of principle more than real affection. If you offered such anti-speed types as Brad Wilson a choice between a game which produced a turn every six weeks and a turn every three months (maybe!), all other things being equal I bet they'd choose the normal-speed game. But taking a stand on Bob's behalf is the best way to oppose speedy-games-at-any-cost views (real or perceived), so he draws a lot of support.

The pages that are actually given over to Bob's Adoring Public, or to Brent McKee's subzine *The Unzine Voice*, are wonderful. Sports, Canadian content, and Dipdom gossip. But not enough of it. If you plan on being in the hobby through the turn of the century, this might be the zine for you.PJG

Carolina Command and Commentary

Michael Lowrey, 3005 Kenninghall Court, Charlotte NC 28269

price: \$1; \$1.50 overseas firstish: October 1987

frequency: monthly format: 20 digest pages + 2 open pages circulation: 55 lastish: May 1993 (#60)

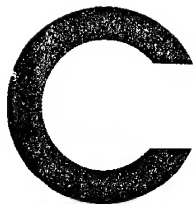
games running: Diplomacy, Gunboat, African Dip, Acquire, Destroyer Captain

games available: Diplomacy, Destroyer Captain

Keywords: politics, variants, multi-games

This is one of the zines I look forward to receiving each month. Michael manages to produce a high quality zine every issue, month after month. That's harder than it seems to those of you who've never had to do it. I do have my personal gripes (press not being included with the game, for example), but *CCC* comes highly recommended by me. Also *DIDOES*, the subzine, is by far the best thing around.SN

I don't think there's any doubt that *DIDOES* ("The Diplomacy Investigator//Defender/Observer/Enquirer/Sentinel") is



the best subzine in the hobby. In two pages it packs more humor, in the form of satiric tabloid-style paste-up pictures, than most entire zines.

Expect little such humor in the rest of CCC. Michael's best feature is the weird-news column Statecraft Shorts, but in general the Carolina Area Diplomats are serious about their games, and serious about their politics and history (each issue provides the story of a famous naval battle or vessel). The brief letter column is usually convention or Carolina comments, with a smattering of underground music. David Hood does a guest shot each month, writing a page (well, *almost* a page, right Mike?) of useful and timely hobby announcements. Good reading for hobby news and a dependable place to play games; a must for Dipsters who want to keep their fingers on the pulse of the strongest faction in the hobby, the CAD clique.PJG

Cheesecake

Andy Lischett, 2402 Ridgeland Avenue, Berwyn IL 60402

price: free to players and standbys

sample price: free

firstish: March 1979

frequency: five-weekly

format: 10-12 open pages

lastish: 13 May 1993 (#146)

games running: Diplomacy

games available: none

Keywords: warehouse, speedy

The quintessential warehouse zine, just as publisher Andy Lischett is the quintessential GM. He runs a few letters and sometimes does some writing of his own. His account of the first time he played the game, in the December issue, is hilarious. When a game opens up here grab it, otherwise offer to standby so you can get the zine and see the master GM at work.BM

Andy proves that 'warehouse' does not mean 'games-only.' He takes the time and space each month to comment on those hobby happenings that catch his attention, and relates a little of what his real life is like when there's something of note going on; and he allows others a page or two for the same reasons (Mark Fassio's lengthy reports on life in Eastern Europe are most welcome). Andy does all this in a matter-of-fact style that is a real relief.

In a real warehouse, there's usually a water cooler where part of the day is spent shooting the breeze. But a water cooler occupies a small corner of the building. The "chat" in *Cheesecake* is like a water cooler around which the players can gather, but the reason they come in is the games. Players here tend to be concerned about the quality of play, and endgame statements have a high priority. Andy makes very few mistakes, and he can be counted on to mail the zine the day after his deadline. All this makes his zine very satisfying.PJG

Cogniscenti

Randy Cox, P.O. Box 1144, Clemson SC 29633-1144

price: \$1

firstish: March 1993

frequency: six-weekly

format: 24 open pages

lastish: May 1993 (#2)

games running: Boggle, Circus Maximus, Civilization, Daytona 500, Diplomacy, Dune, Facts in Five, Football

Strategy, Guns of August, MSFL Football, Scotland Yard, Silverton, Source of the Nile, Stock Market Game, Stocks & Bonds, Swashbuckler, US Diplomacy (vt)

games available: Acquire, Adel Verpflichtet, Attack Sub, Axis & Allies, B-17, Blackbeard, Boggle, Bumper Cars, Candidate, Circus Maximus, Cosmic Encounter, Diplomacy, Divine Right, Dune, Enterprise Encounter, Facts in Five, Football Strategy, Fortress America, Gettysburg '88, Godfire, Illuminati, Junta, Liftoff!, March Madness, Milles Bornes, Multi-Player Battleship, Mythology, New World, Nuclear War, Origins of WWII, Postal Strip Poker, Risk, Scotland Yard, Scrabble, Sea of Despair, Set, 1776, Silverton, Source of the Nile, Speed Circuit, Star Fleet Battles, Stock Market Game, Stocks & Bonds, Swashbuckler, Talisman, T.V. Wars, U.N., War & Peace, Yellowstone (whew!)

Keywords: multi-games

This 'zine is for game people. Whether one's forte is boardgaming, conventions, game collections, puzzles, quizzes, or maybe even role playing, *Cogniscenti* will attempt to give each reader a little of what they want. It offers most multi-player games ever invented, usually for nothing more than the price of a sub and as a result, standard issues will be somewhat hefty. The downside is that, given sufficient readership, bulk rate postage will be used to defray the expense of mailing books eight times a year. And that sometimes means lost or late issues. We'll see how this notion goes. One feature of this 'zine is that many previously non-zine subscribers have jumped on board, so it's a place to find new blood.RC

When I first looked I thought this was a new Italian zine. Well, it looks promising and offers much more than just Dip.LP

New startup that shows great promise in its variety. Any game that can be played by mail may show up here, complete with a map! Something for everybody.SG

This has to be the most ambitious publishing project in years. Randy ignored all the standard advice about starting small, avoiding burnout, and finding your level, and he went directly to a zine offering more different games than any two other zines put together. Obviously he knew that he wouldn't get enough people to run fifty different games, but even if a smaller-than-average percentage fill he is going to have a monster on his hands.

His enthusiasm seems to fit the size of the monster, though. Randy provides pages of editorial direction on how to wade through *Cogniscenti's* maze of games running, waitlists open, and stuff to be considered. He's already produced two interesting contests, in just two issues; and among his games are several 'perennials.' This is a great term he's made up to describe

the quizzes, everybody-plays games and one-shots which are open to every reader every month. So even for the informal, non-game-fee-paying reading public, this is easily a participatory zine.

I look forward to a letter column developing beyond the topic of the games being run, and I am very much in Randy's corner, hoping he won't collapse under the weight of the structure he's building. Sign up, but be prepared for the slim chance that this might be another comet blazing briefly across the hobby.....PJG

Concordia

Tom Mainardi, 45 Zummo Way, Norristown PA 19401-3139

firstish: May 1990

Tom runs a pretty consistent zine. It chugs out issues pretty much in a timely manner. He also puts out *Masters of Deceit*, this time for free, which is good in today's recessed economy. Donna Higgins is having some real life concerns, so until those get resolved don't expect to see her subzine, "Hobby Horse." I like Tom's way of handling a Gunboat game.PK

Slow turnaround, but accurate GMing and a nice-looking zine.ScC

Not as reliable as it used to be but cheap in the great warehouse tradition. The subzine "Hobby Horse," when it appears, is fun. Not mandatory, but respectable.....BW

No comment from Tom, either about *Concordia* or about *Masters of Deceit*.....PJG

Costaguana

Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117-3813; home phone (619) 276-2937

price: \$7.70/10 issues sample price: 78¢ firstish: April 1965

frequency: monthly format: 16-24 digest pages circulation: 50 lastish: May 1993 (#229)

games running: Diplomacy, Gunboat, Railway Rivals, Facts in Five

games available: Diplomacy

Keywords: chat, fannish, politics, left-wing, right-wing, multi-games, laid-back, international, pygmy catfish

Hello. I am the editor and publisher of *Costaguana*. Now I am supposed to describe it to you. I am sorry, I cannot do that. This is because I am so bloody busy editing and publishing that I never get to read the thing. It would sure help if there weren't so many fun people subscribing, then they wouldn't burden us all with letters and press and all manner of other nutty stuff. Moreover, I wouldn't have to dredge the depths of my acerbic wit for proper responses. Actually, I hate this 'zine, and I'd love to have you subscribe to I can show you why.CvM

Dip games are named after species of fish (Conrad has a fishpond in his backyard) but they used to be U.S. Postmasters General (he works for the Postal Service); rail games are named for Canadian prime ministers, after Conrad ran out of Italian operas. Uncle Connie claims to be an operatic singer, and turns up frequently in *The Abyssinian Prince* comparing the skills of classical conductors. And if this sounds to you like a boring guy with boring hobbies, you have to read his writing so you'll know he's far from boring.

Like Bruce McIntyre, Conrad can turn any subject into a personal ramble with a punch line. (His style is Robertson Davies by way of Truman Capote, for you literary types.) (Boy, am I going to hear it from the hobby about *that* comment.) His outlook on the hobby is not the same as your average gamer; Conrad has been doing this for nearly thirty years, so he has friends and enemies, hobby horses he rides and topics he avoids. But when he is GMing or discussing rules or suggesting silly variants, his enjoyment comes through in print.PJG

Countermeasures

Bill LaFosse, 65 Barbara Street, Trenton ON K8V 1Z6, CANADA

Countermeasures is free and the games are free. All there is is the games. I haven't heard from publisher Bill LaFosse for some time. Maybe it is the heavy crime season in Trenton, Ontario (Bill is a sergeant with the local police). I suppose it will dribble in after a while.....BM

An error on my part means Bill did not have time to submit data for this issue, my apologies.....PJG

Crimson Sky

Mike Gonsalves, 530 Treasure Lake, DuBois PA 15801-9011

price: 60¢ sample price: stamp firstish: February 1990

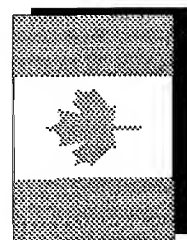
frequency: monthly format: 16 open pages circulation: 50 lastish: 1 June 1993 (#38)

games running: Diplomacy, Gunboat, 1499

games available: Diplomacy, Landbridge Dip

Keywords: chat

This is currently my favorite Dip zine. The GMing is good, the turnaround time is very short, the players (at least in the games I'm in) are competitive, and the zine has just the right amount of reading material (i.e. enough so that there's something



C

to read besides the game reports but not enough so that the GMing or timeliness begins to suffer). Highest marks go to CS's speed: it often arrives within a few days of the deadline and it easily has the quickest turnaround of any zine I am currently playing Diplomacy in.....ScC

Although the maps and layout will never win prizes for prettiness and the spelling is erratic at best, this is a fine zine to play in. Mike is a good player and a good GM, doing good work on adjudications and getting the zine out promptly and reliably. There is also an ongoing discussion of Civil War battles.....StC

Recommended for great games, great press, great GM and the eccentric character of the publisher.....JS

A true bargain. Fine GMing and quite prompt, with a bit of chat and a vigorous ice hockey discussion. A mess graphically, and Mike must have flunked spelling in third grade, but who cares? Only drawback is that the hobby's most personally vicious player, Stan Johnson, flourishes here. Other than that CS has many of the game's most dangerous stabbers on hand; a challenging and exciting place to play. Tell Mike Patches sent you.....BW

Mike might be sending players' copies first, then mailing others later, because I haven't found CS to be nearly as quick as Scott and Stven have. Besides the Civil War interest (games are named after Civil War battles, a nice touch), Mike also conducts a keen and knowledgeable letter- and editorial-conversation about his own profession, health care.....PJG

D

Dipadeedoodah!

Phil Reynolds, USF #4286, 4202 Fowler Avenue, Tampa FL 33620-4001; dtkaeay@cfrvm.cfr.usf.edu

price: 75¢

firstish: January 1989

frequency: four-weekly

format: 6 open pages

circulation: 20

lastish: 26 April 1993 (#31)

games running: Diplomacy, Fog of War Dip, African Dip, Middle Eastern Dip, Gunboat Snowball Fighting

games available: none

Keywords: warehouse, variants

Dipadeedoodah! is running down to a fold.....PR

Dipadeedoodah! is still being published and will not, after all, be replaced by a new zine. 'doodah carries a few remaining game reports, and when they're done Phil will analyze his involvement with the college newspaper to see whether he has time for a Dip zine.....PJG

DIPCONVERSATION

Pete Gaughan, 1521 South Novato Blvd. #46, Novato CA 94947-4147; home phone (415) 897-3629, fax same as home.

price: free

sample price: free

firstish: November 1992

frequency: bimonthly

format: 2-4 open pages

circulation: 300

lastish: 15 Mar 1993 (#3)

games running: none

games available: none

Keywords: service zine

This is simply a publicity flyer for Dipcon XXVI in the San Francisco Bay area, Labor Day Weekend. If you're interested in attending, or want to know more about Dipcon, write for a copy.....PJG

Diplodocus

Pierre Touchette, 400 rue Nadon, Buckingham, Quebec J8L 3X5, CANADA

firstish: 1986?

I don't know what is going on with *Diplodocus*. Pierre has managed to crank out two issues in 1992. It may be that he has decided to fold. If so, it is sad because *Diplodocus* serves a specialized audience, the North American francophone community. I hope for the best but fear the worst.....BM

I'm on the verge of presuming this one folded.....PJG

Diplomacy World

David Hood, 2905 20th Street NE, Hickory NC 28601-9185; work phone (704) 322-7741; fax (704) 322-9340

price: \$10/four issues, \$15 Canada or overseas surface; \$20 overseas air mail

sample price: \$2.50

firstish: January 1974

frequency: quarterly

format: 32 open pages

circulation: 150

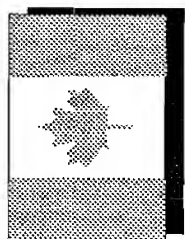
lastish: 'Spring 1992' (#70) (actually Spring 1993)

games running: Diplomacy Demo Game

games available: none

Keywords: chat, fannish, service zine, international

The purpose of this zine is to provide the hobby with articles, news, and features about the game of Diplomacy, and the hobby that surrounds it. We generally run articles on such things as Strategy & Tactics, Variants, Tournaments, Ratings, International Issues, Contests, Other Postal Games, and a continually-running Demonstration Game. my goal is to produce a publication that every hobbyist will subscribe to, with material of use to every subscriber. We utilize a wide variety of writers, to cut down on the "mouthpiece" factor of only having the editor write articles.....DH



D

Sure is a slick-looking piece with quite a bit that is of interest to Dippers. But nowhere near enough and nowhere near slick enough to justify the \$2.50 price.RC

The flagship of the Diplomacy hobby. That just about explains it all. While it runs no actual games, the novice PBMer can do far worse than subscribe here. The articles are always of a high quality and come from a wide variety of authors. On anyone's "must subscribe" list.SN

Established by Walter Buchanan in 1974, *DW* is the serious voice of Dipdom, with articles on strategy and tactics as well as fannish items about the personalities and quirks of the postal hobby. Randy is flat wrong, it *is* worth the \$2.50 price; but like anything it can still be better and that's going to require more Dipsters getting involved in the writing.

DW isn't really slick. There are almost a dozen zines that have more elegant layout and graphics. It is carefully set up so that readers can always find their favorite section, and the zine can be read without much page-flipping; but it's still mainly text and a few cut-and-paste ads or plugs.

The content, though, is well done and interesting. Some of the strategy articles carry a familiar style and tone—almost as though the writers took on a certain dialect when writing S&T essays!—but they are always concise and full of practical examples. The hobby news and features on ratings are usually chock full of dates, names, and scoring systems.

And that may be the zine's biggest opportunity, increasing the humor and creativity of the writing. Much of what goes into *DW* is necessary and helpful, but mildly boring. Fiction and hobby gossip could liven this up, and even the 'dry' material of tactics or ratings could benefit from the work of writers who could include anecdotes from games played down through the years of hobby history. Not a blow-by-blow of game reports but the real and spontaneous comments and events that make us look forward to sitting down to a Dip board.

You could be the person to add this facet to *Diplomacy World*. Get one and send David your idea for a feature!PJG

Diplomag

Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City MD 21043-4254; home phone (410) 461-1885

price: \$5/year or \$9/two years for Mensa members

sample price: \$1

firstish: July 1976

frequency: bimonthly format: 8 open pages

circulation: 70

lastish: March-April 1993 (#110)

games available: Diplomacy, variants

Keywords: chat, Mensa, variants, service zine

The service and genzine for the Mensa Postal Diplomacy SIG [Special Interest Group]. We set up games for Mensa members, and introduce them to the Postal hobby. (We also recruit people for Mensa. At least half the people in the hobby are eligible for Mensa membership, as the only requirement is an I.Q. of 130 or SAT of 1250.)

It provides news on various hobby services and publications for the benefit of novice readers. It also includes a running account on the progress of several all-Mensa games. Occasional articles on the hobby and on postal procedures. Anyone may subscribe, but only Mensans may vote on SIG business.FCD

Fred Davis' Mensa Diplomacy report. Gives news of other Mensa members' Dip games and general Dipdom hobby news.PK

The UPI of the Diplomacy hobby. Great up-to-date news including reports relative to the Mensa aspect of the hobby. Published by Hobby Icon Fred Davis, Jr., who just happens to run a fine, fine game.JS

Fred always includes the latest news (usually incorrect) and gossip (always kinky). If Dipdom ever gets its own 900 number, Fred will have it.LP

If you miss Fred Davis' *Bushwacker* (as I do), this is worth getting even if you're not a Mensan. Lots of hobby news and commentary. Old-fashioned but still relevant.BW

Diplomag is holdover from the days when there were many hobby-service publications around—zines for variant fans, zines for map fans, zines for 'organizations' like the International Diplomacy Association, and so forth. While the BNC and MNC official zines have faded to mere occasional stat lists, *Diplomag* continues, in large part because Fred Davis is a tireless and meticulous editor.

He's also one of the most involved postal Dipsters, reading more zine than most editors and staying involved in hobby politics. Produced on a manual typewriter, *Diplomag* is generally a newsheet. Announcements about the hobby in general and Mensa Dip SIG specifically take up several pages, and Fred runs a single variant game here. The regular Dip games are 'farmed out' to a Mensa GM elsewhere, and updates on the action and status of those games are provided in *D*. Consequently, you can follow the game playing of quite a few Dipsters, and considering that nearly 9% of the names in the last Census were members of the SIG that makes *Diplomag* a meetpoint for a substantial hobby faction.PJG

Dippy

Jim Benes, 417 S. Stough Street, Hinsdale IL 60521

price: 50¢

firstish: 1972?

frequency: three-weekly format: 2 open pages

lastish: 6 June 1993 (Vol. 22, No. 8)

games running: Diplomacy

games available: Diplomacy

D

Keywords: warehouse

If you want to play fast. Very fast. If you want to play with about zero mistakes by the GM. If you want to play with great players. And if you're interested in a witty little newsletter just as an aside... then this is the place for you. Highly recommended.....JS

I'm reading *Dippy* again after many years and it's still a quaint and homey place. *Dippy* is, properly, the Diplomacy portion of Jim's mailing, which runs three or four games in two pages. Attached to it each time is the current issue of the *Sunday Western Star-Post-Free Press*. The *Star* is a flyer which Jim produces every week (!), a 'perzine' in fanspeak, a two- or three-page collection of quotes, anecdotes, small fantasy basketball and baseball leagues, trivia, and most importantly news about Jim and his circle of friends.

The club atmosphere is wonderful, very different from other zines' cliques because this is all done by Jim, no letter column or press or subzine. But three-week deadlines are the chief attraction for Dip players—*Dippy* is predictable and precise in its turnaround. Every serious student of the game should play in a three-weekly at some point, to see if he has the guts to stay in the game to the end!PJG

Disoriented Express

Conrad von Metzke, 4374 Donald Avenue, San Diego CA 92117-3813; home phone (619) 276-2937

price: free

firstish: October 1986

frequency: monthly

format: 12-20 digest pages

circulation: approx. 20

lastish: May 1993 (#31)

games running: Railway Rivals

games available: Railway Rivals

Keywords: rail games, laid-back, international, service zine, warehouse

[commenting on sister zine *Pedro in the Rain Forest*] Quick and accurate and with much more reading material than most other RR zines. Conrad, the official American RR hobby guru, also brings a welcome sense of fun both to his zine and the adjudications.ScC

Conrad had talked about moving Railway Rivals games from both *Disoriented Express* and *Pedro in the Rain Forest* into Costaguana within the next few months, but now seems to have reconsidered that plan. I think he's waffling just to confuse me. As it stands, the games from *Pedro* are supposed to slowly integrate into *DO*, presumably leaving Conrad with just two zines to publish instead of three. Conrad's rail zines are warehousey but because he spends some time each issue examining RR rules and variants, and after all they have that von Metzke flair, they are required reading for the rail-game set.....PJG

D.O.G.S. of War!

Giovanni O'Campo, Box 39478, Downey CA 90239-0478

firstish: November 1989

D.O.G.S. has had a little trouble recently. Since Gio took over, the look of the zine has gotten cleaner, but regularity has greatly suffered. I admit that it was a contributing factor to my decision to break my subzine out into its own zine. Hopefully, that will help *D.O.G.S.*'s regularity as well, since in the last issue, my subzine took up about three-quarters of the zine. Nevertheless, it is still worth taking a look at.....CH

Folks should start to worry—this was a hobby standard but it's been missing over six months now. I was not a subscriber, and no issue has been produced since the last *ZR*, so I've never seen *D.O.G.S.* The L.A. game crowd needs this zine, which acted as a meeting place and group voice—and we need the L.A. game crowd!PJG

Election Headquarters

Krissi Linsey, 170 Forts Ferry Road, Latham NY 12110

firstish: July 1992

Election Headquarters is a zine dedicated to the play of postal Campaign Trail, an exciting game which represents a presidential election. You control Presidential and Vice-Presidential hopefuls in their campaigns throughout the United States, stopping in cities and towns from coast to coast as they try to drum up support for their bid for the White House. Along the way, influential people may show their support by endorsing your campaign or even by campaigning for you themselves! Use an air ticket to fly your candidate when you need to do some last-minute campaigning in a far-away state; acquire as many media shares as you can to aid in the frantic media campaigns on Election Day; you may even get to do a little mudslinging to cut into your opponent's support. It's up to you to decide what sort of campaign you'll run!

Each issue of *EHQ* will contain the results of your game: The movement of the campaigners, the number of popular votes gained in each state, and the results of the event options chosen during the round. Also, each player's popular vote totals, number of states, and electoral vote totals are listed. A map outlining the 50 states is also included with each issue so that you can tell at a glance which player is currently leading in every state.KL

Krissi did not respond except to ask me to carry forward this plug from the last *ZR*. A standard warning applies here that you should find out whether this is an amateur or for-profit zine.PJG

E

Electric Trains

Ken Hill, 6199 Rockland Drive, Dublin OH 43017; CIS 70357,431.

firstish: October 1989

This is an online zine, accessible through CompuServe and linked networks. See the CompuServe comments under "Computer Diplomacy" in the back of this issue.....PJG

Electronic Protocol

Eric Klien, 3465 West Robindale Road, Las Vegas NV 89139; home phone (702) 897-417; Internet

eric_s_klien@cup.portal.com

price: free

sample price: free

firstish: October 1988

frequency: monthly

format: e-mail only, approx. 50K characters

circulation: 500

games running: 'all types' games available: 'all types'

Keywords: warehouse, variants, e-mail, speedy, international

Can't handle the paperwork for all the games run. I have many robots running tens of games each.....EK

From the limited descriptions I've received (and from an article Eric wrote in *Graustark* #616), here's my best guess of what *Electronic Protocol* is about. Eric developed a software application (his 'robots') to adjudicate Diplomacy games. People communicate with him via Internet (which can be reached from most e-mail and online networks), sending him orders and receiving back 'by e-mail copies' of *EP*. Some e-mail game playing is done without zines *per se*—in those you get only your game results directly, for discussion and rules you have to log onto a more general bulletin board. In *EP*, apparently, you receive, as a single mail message, a complete zine each deadline. Eric did not send me details, so I could be waaaaay off base here and would welcome a straightening-out!

This started when Eric played by 'snail mail' (regular postal service) and missed a turn due to his order not being received. He determined to offer games where players could not be bitten by such a bug, so in *EP* NMRs are "not allowed." They are avoided by either 1) delaying games until all players are in (defeating the purpose of deadlines in my opinion); or 2) immediately placing a standby in charge of the position. Illegal orders are also not allowed, again by making sure that no turn of a game is run with an illegal order submitted. Radical ideas but not unique, and apparently the e-mail hobby is flourishing despite its difference from pbm.

Anyway, so many *EP* games have been started (currently running 100 games with over 1000 players) that Eric has set up his program to adjudicate games automatically. Each separate copy of the program is overseen by a human moderator; the bits of detail which I have heard leads me to believe this is one and the same as a program called Judge, which runs on half a dozen central machines worldwide.

I have to refer you to the Computer Diplomacy section for more than that.PJG

Empire

John Boardman, 234 East 19th Street, Brooklyn NY 11226-5302; home phone (718) 693-1579, work (718) 951-5180

price: \$20 game-long sub for players; \$9/10 issues for non-players sample price: free

firstish: November 1974

frequency: four-weekly format: 8-12 open mimeo pages

circulation: 30

games running: Kingmaker, Britannia, Pax Britannica

games available: Britannia

Keywords: politics, left-wing, fannish, multi-games, speedy

Empire was begun when I wanted to publish games other than Diplomacy on different deadlines in order to spread out the work. It is now usually printed a week before an issue of *Graustark*; sometimes when there is a quick turn-around on moves an issue of *Empire* is printed two weeks after the previous issue. *Empire* has thus far carried 57 installments of my column 'Dungeons and Christians,' about the Christian campaign to suppress the play of Dungeons & Dragons and, it sometimes seems, damn near everything else. If any new games come along that are adaptable for postal play, I'll look them over for possible play in *Empire*.JB

Pretty much for players only, I'd think, except for John's continuing series 'Dungeons and Christians' where he attacks fundamentalist attacks on everything from Role-Playing to abortion. If that turns you on, this is worth subbing to even if you don't play here. John's trying Kingmaker here for the first time; if it pans out there may be more openings.BW

If postal Kingmaker is important to you, you should subscribe so you'll be the first to find out when John opens another game next year. This zine, like all of John's publications, is dead sharp perfect on deadlines and turnaround, and contains various tidbits on life and postal gaming under the heading "The Ministry of Miscellany."PJG

The Encounter

James Goode, 211 Maplemere, Clarksville TN 37040-3558; home phone (615) 647-7272, work (615) 648-7272

price: free to players

sample price: 52¢ stamp

firstish: December 1990

E

frequency: six-weekly or more format: 10-12 open pages circulation: 20 lastish: 3 June 1993 (#18)
 games running: Railway Rivals games available: none

Keywords: warehouse, rail games, international

Am I slow? Yes, yes, yes. Excuses include a house fire and income tax problems. However, this 'zine will return!JG
 Not folded, just very late. The funny thing is that when Jim published the zine without deadlines for moves, *The Encounter* came out on a regular basis. When he started printing deadlines in an effort to speed things up, the zine disappeared!.....ScC

Well, we now know the zine disappeared for very good reason. The June issue came just in time for me to squeeze in a note here, but obviously after Scott had sent his comment.

Any time an editor has a layoff of more than a month or two, readers should pay close attention to how he comes back. Some people lose the drive, the excitement, or the simple inertia that kept them publishing, and then they begin to slowly fade from view or decide to throw it all in (See the *Upstart* comments for an excellent description of this process!). But some of us, and I've been through it myself, pick right up as if nothing had happened. James needs to be pubbing, for the good of the hobby and his own enjoyment, methinks, so let's hope he picks right up and keeps publishing.PJG

Everything

Vince Lutterbie, 1021 Stonehaven, Marshall MO 65340-2837

(published by Melinda Holley, Box 2793, Huntington WV 25727-2793)

price: \$4/four issues; \$5 overseas

frequency: every four months

format: 48 digest pages

lastish: January-May 1993 (#87)

games running: none

games available: none

Keywords: service zine

Will come out three times a year. Latest issue is Gary's [Gary Behnen, the retiring BNC] last, and will be followed by two of my issues this year. [[*Actually, the first of Vince's is now out also.*]] I hope to be a bit more chatty, with reports from other countries and some statistics from yours truly.

Everything will not attempt to do much more than report game starts and finishes, though. Cost remains the same. The BNC always appreciates a small donation to cover costs when a gamemaster applies for a number, but it is not necessary. *Everything* will be traded for others' zines.VL

When Don Williams was the Boardman Number Custodian, he slapped a drawing on the cover of *E* showing two bucket-armor knight fighting with swords. I really think by now that somebody could come up with a new design. But otherwise there's not much you can do to dress up page after page of game-start data, and game-finish supply-center charts. It's hard to imagine Vince being chatty in print—he's a personable guy face-to-face but his zine has been warehousey and the games he plays usually carry very little press. So sign up here if you're looking for a stat zine, or if you've just won a game and want to see your name in lights.PJG

F

Foolhardy

Doug Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240; CIS: 73567,1414

price: \$1; \$2 overseas

sample price: free

firstish: April 1992

frequency: bimonthly

format: 24 open pages

circulation: 55

lastish: May 1993 (#7)

games running: none

games available: none

Keywords: chat, fannish, service zine

The forum for discussing hobby issues, *Foolhardy* is dedicated to the open discussion of any topic relating to the Diplomacy hobby. Among the topics covered in the past few issues: DipCon, the Lack of New Zines, PDORA, Polls & Awards, Ratings & Scoring Systems, Turbofreakism, Zine Register, Hobby Custodians, Attracting New Blood, the Age of Laser Printers, Novice Zines, organizing the hobby, the International Hobby, the new Diplomacy products from Avalon Hill, and lots more. You'll find a dizzying array of hobby notables in *Foolhardy*, including Dipsters from many of the foreign Dip scenes. I try to stay out of the way pretty much, and let the readers discuss things amongst themselves, although I throw my two cents in here and there. I also do what I can to promote discussion, usually by sending Courtesy Copies out to people mentioned in any issue. As Crazy Markie says, "how fannish of you!" If you are concerned about the future of this hobby, and would like to voice your opinion on these or any other topics relating to Diplomacy, write me for a free sample issue.DK

Doug Kent is doing a very good job at an all-out Diplomacy hobby forum. One of few big zines that's actually useful. PK

I'm always amazed by the variety of opinions Dip players hold. Most of them get expressed here! Some topics are prompted, others are rehashed, but you chat about anything.SG

Not what it should be; too many boring commentators, too much European and British lecturing of stupid Americans, not as feisty and meaty as I think Doug thought it would be. Get *MP* instead.BW

Well, the concept is a good one: a zine dedicated to the open discussion of any topic relating to the Diplomacy hobby. Unfortunately the execution is flawed. No fault of the zine, however. The fault lies with the hobby. There are too few sources of input and those there are do little but repeat their previously stated positions over and over and over and over, again.

Interestingly, more and more input is coming from abroad and, even more interesting, the substantive input is almost entirely from foreign hobbyists. Good.

But [issue #7] is the most depressing thing I have read in a long time. Elsewhere I called it "a bunch of immature self-serving drivel." I think I was too kind. After reading this why would anyone want to join the Diplomacy hobby? All of the fancy games and guide that AH can produce won't overcome that kind of childishness. I've met all but three of the people Kent listed as contributing to that issue. If those are supposed to be "contributions," God protect us when they start up a collection. What a waste.LP

Foolhardy is not primarily for novices. A serious discussion of how and why the hobby should be conducted should be reserved for those who have actually participated for some minimum amount of time. If newcomers are warned that strong opinions show up in *F* and then still get scared off by it, it's over their heads anyway. Sure, there's too much childish bickering—but that's a hobby problem, not just *F*.

One man's meat is another man's poison—where Brad doesn't like Brits telling Yanks how a hobby should be run, Larry enjoys fresh input from abroad. They're both right. There has been more international input in *Foolhardy*, but unfortunately it has been from a very small number of very verbose writers. I'm all for editors editing, and I think Doug needs to cut some letters, instead of printing just about every word he gets. (New Zine Editors, note: Printing everything is an excellent tactic to get a zine or a letter column rolling, but somewhere down the road you have to throttle back a bit.)

I believe Mara Kent needs a credit line for doing much of the typing, but since all my copies have gone out via the Zine Bank I'm not sure!PJG

Frueh's Folly

Mark Frueh, 1128 Olympus Drive, Naperville IL 60540-7914

firstish: April 1991

Not so much as a peep out of Mark, either as an editor or as a reader. Will be presumed folded next time.PJG

The Gamers' 'Zine

Earl E. Whiskeyman, Jr., 27 Mark Street, Milford CT 06460

price: \$1.25, or \$11/12 issues sample price: free (SASE appreciated)

frequency: monthly format: 10-24 open pages circulation: 60

games running: En Garde!

games available: Diplomacy, Gunboat, Machiavelli

Keywords: club zine, multi-games

firstish: July 1981

lastish: 15 May 1993 (#177)

Awakening after a period of dormancy, TGZ continues its regular schedule, seeking players and now carrying an expanded format of tournament listings and news. The addition of the local subzine (The Variant), plus new personnel, especially the recent addition of Richard K. Greenwich, Jr., to the staff, promises to add considerable life and excitement to a previously slumbering publication. Games continue to be very slow to fill, but the publisher hopes the expanded format will help attract more players.EW

This zine is regular and consistent, but tends to lack character. Recently, steps have been taken to remedy that lack, and it has served to liven up the zine. Also, it is one of the few zines that offers Machiavelli, so it is definitely worth looking at. Ask for a sample.CH

Ugly but functional zine. Best thing it has going is the lowdown on new boardgames on the market.RC

Obviously if you're a Dipster in Connecticut you need to get this, but it can be helpful to others as well. TGZ has the only En Garde! campaign I'm aware of in North America, En Garde! being a role-play where you act the part of a Parisian dandy, fighting duels, riding horses, and generally trying to improve your social standing.

The Gamers' Zine also provides excellent news and reviews on new games and game cons. The latest set of updates has been New York State's battle to ban or reduce lead in miniature figures, and the game industry's response.

Copying can be erratic as this is produced on a variety of dot-matrix printers and variable copy machines. It ain't pretty but it's more functional than and other zine that carries so few games. Waitlists are wide open so grab a spot now, because Earl's publication schedule is very regular, you'll face Dipsters you don't see in other zines, and above all, you can get a Machiavelli game that doesn't have Chris Hassler in it!PJG

Get Them Dots Now!

Lee Kendter, Jr., 376A Willowbrook Drive, Jeffersonville PA 19403

price: \$6/10 issues firstish: October 1988

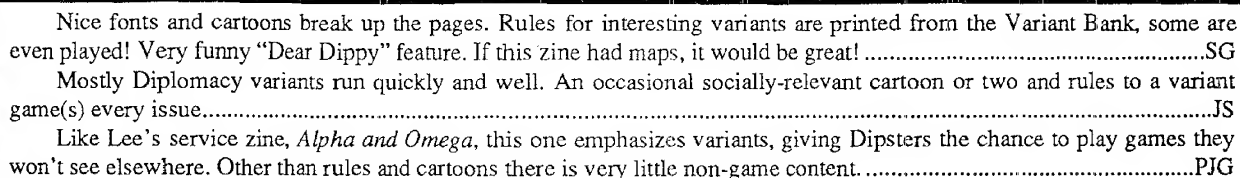
frequency: monthly format: 8 open pages circulation: 35

lastish: 4 June 1993 (#57)

games running: Diplomacy, Gunboat, Get Them Dots Now! (vt), Youngstown IV (vt)

games available: Diplomacy, Get Them Dots Now!, Land Bridge III (vt)

Keywords: warehouse, variants, speedy



Don Del Grande, 142 Eliseo Drive, Greenbrae CA 94904-1339; home phone (415) 461-2692; CIS: 70017,714; Internet: delgrande@delphi.com

price: \$8/year (free to standbys)

firstish: January 1992

frequency: five-weekly

format: 8 open pages

circulation: 25

games running: United

games available: United (standbys now, waiting list for next season)

Keywords: warehouse, United

This zine runs the Daily STUN United league (formerly Jim Goode's Disease City league); nothing of interest for non-players. Standby positions are available; standby players finish the current season for free.DDG

The newest United zine is also the best looking (with the possible exception of *TAG* which I have never seen). The zine is picking up steam as Don has finally gotten most of the bugs out of his house rules, but he is still in need of numerous stand-bys.....ScC

¡GOL! is one of the four US-based United zines. Even though this is the first season for *¡GOL!*, the league is in its sixth season—Don took over the league when Disease City folded. The United results are well-presented, but the press is a bit sparse. Don't editorial comments have been exclusively related to rules clarifications. There is an urgent need for team managers and standbys, so if you have been thinking about trying United, contact Don.MW

John Caruso, 636 Astor Street, Norristown PA 19401-3745

price: \$1; \$2 overseas

sample price: SASE

firstish: August 1992

frequency: quarterly

format: 20 open pages

lastish: Winter 1993 (#3)

games running: none

games available: none

Keywords: service zine

John has been a supporter of Dip novice packets, recruitment, and service publications for a long time. He started up this project primarily in response to ZR's growth—*Grass Roots* is supposed to offer a stripped-down, easy-to-use zine listing, without reviews (to avoid unfair opinions). John has an advantage over ZR in price and because *GR* is produced twice as often, but it acts as little more than a phone book for zines once the reviews are cut out.....PJG

John Boardman, 234 East 19th Street, Brooklyn NY 11226-5302: home phone (718) 693-1579, work (718) 951-518

price: \$30 game-long sub for players; \$9/10 issues for non-players sample price: free

firstish: May 1963

frequency: four-weekly

format: 12 open mimeo pages

circulation: 50

lastish: 8 May 1993 (#616, the 30th Anniversary Issue)

games running: Diplomacy **games available: Diplomacy**

Keywords: politics, left-wing, speedy, fannish

Graustark is the 'zine with which I began the postal Diplomacy hobby, and its Thirtieth Anniversary Issue was published on 8 May 1993. Games are always open in it, and no variants or other games are carried. (For those, see my other 'zine, Empire.) The "left-wing" label merely means that I find peace preferable to war, a preference which seemed out of fashion during the 1980s but seems to be coming back as recent American presidents seem inclined to attend every war they're invited to, with the same enthusiasm that a dedicated party-crasher takes to every party he hears of. Any young male gamer who injudiciously registered for the draft when he was 18, and now feels that he might be allergic to Balkan cuisine, should get in touch with me for help if it seems he's in danger of getting sent to some mountain in Bosnia.....JB

The hobby's rock of Gibraltar for (gasp) 30 (!) years. Everybody should play here at least once, and it's a superb place to play against a group of fresh faces rarely seen elsewhere in the hobby. John's politics are not everyone's cup of tea, but he expresses his pacifist, secularist views with such gusto and verve that even those hostile to his agenda may find him readable. Occasionally, there's some very good satire too. Right now, John is crusading against getting the US involved in the Bosnian morass and his arguments are hard to ignore.BW

Thirty years. Thirty years in front of the same typewriter, using the same duplicating equipment, espousing the same gaming and societal philosophies. Thirty years, and if my sometimes none-too-dependable memory serves me correctly, of producing *Graustark* that one could set any two copies side by side and see precious little difference.

John Boardman has produced *Graustark* where a few games of postal Diplomacy are conducted surrounded by strongly-held convictions that have been characterized as "somewhere to the left of Karl Marx." I have a personal memory that forever binds me to this publication. I saw an issue that belonged to my friend Doug Beyerlein in 1969. The time was the most exciting of the 60's, when writing of the philosophical bent of this publication was considerably more commonplace. I was in college and had not long before marched down the freeway to Seattle to protest the Parrot's Beak incursion into Cambodia. The particular issue of *Graustark* held my interest. It was well-written, not always the case with the literature of the times. But as I got to the last line I was struck with the purity of John Boardman's iconoclastic irreverence. It said, "Next time we will consider the issue whether freedom of speech includes the right to scream *fuck* in a crowded theater." In spite of my CPA career, church officer, elected official, wife-two-kids-a-dog-and-a-mortgaged-house lifestyle, the street-marching protester lurks not far below the surface, and John Boardman is my soul brother forever.

One of my ideas of a good time was to process the entire history of Boardman-Numbered postal Diplomacy games through a rating scheme not long ago. John had perhaps two, maybe three gamestarts in the early years, got his butt kicked soundly, and never darkened the doorway of a gamestart as a player again that I noticed. But his sense of order has separated the hobby of postal Diplomacy from a zillion other hobby endeavors that have come and gone since he christened 1963A, a five-player start, and 1963B "when Boardman created Postal Diplomacy and found that it was good."

John's integrity with regard to the DIAS *[[Draws Include All Survivors]]* question is monumental. The rulebook makes no provision for negotiated settlements in Diplomacy. The game must be played out and all survivors included in the win equally. Most of the postal hobby has ignored that and established a convention of voted results. I agree with John's contention that if "it ain't DIAS, it ain't Diplomacy" and insist that the prize games I run be conducted under the DIAS assumption.

What most separates John Boardman from the rest is the fact that he alone found the level of hobby involvement that he could sustain for the very long haul. There have been a few ten-year, 200-issue zines, but nothing remotely approaching the steady flow of *Graustark*. If you have never published you cannot appreciate how remarkable this accomplishment is. One of the great joys I experienced was to re-enter the hobby after sitting outside for 15 years or so, and seeing that *Graustark* was precisely the same as when I left. Every now and then, you CAN go home again.BE

There's a lot to disagree with in *Graustark*. Publically, John is not a rabid Marxist, but he is fanatically pacifist and atheistic. He tends to evaluate people by their labels, demonizing (and even expelling from the zine) those with whom he disagrees too strongly. You cannot have a weak stomach in this zine, but you will never be bored.

But John is, simply, the best Gamemaster in the hobby. It is not merely that he's been doing it the longest, but his game reports are clear, consistent, and dependable. Not perfect—every GM makes mistakes—but as close to perfect as I've found in ten years of postal play. Also, this zine, more than any other in the hobby, is dead sharp perfect on deadlines and turnaround. This means your game here will have a pace that only two or three other zines provide. John separates every Winter turn, and also uses an 'immediate return mail' deadline for simple retreats and adjustments, so very few conditional orders are needed.

The feel of *Grau* is of an old-time zine, still showing its links to sf tradition and very much carrying the aura of the New York circles that inhabit it. Games played here, because of DIAS and because of the special type of player who is a Boardman fan, are serious, difficult and long. The Thirtieth Anniversary issue listed the winner or draw participant of every game John has run; every Dipster should take a shot at adding his name to this illustrious roll at least once.PJG

Heroes of Olympus

Steve Nicewarner, 1310-11 Ephesus Church Road, Chapel Hill NC 27514

price: free

firstish: October 1989

frequency: erratic

format: 12 open pages

circulation: 25

lastish: Feb 1993 (#21)

games running: Diplomacy, United, 1830, Empires of the Middle Ages, Pax Britannica (vt)

games available: United, Empires of the Middle Ages (standbys needed)

Keywords: warehouse, multi-games

My British subscribers are probably starting to call *Heroes* "the Froggy of the American hobby." What that means is that *Heroes* is currently one of the slowest monthly zines in the hobby. There are several reasons for that, all of which are not currently worth discussing except to note that they are now behind me. I can't fold though—I have this millstone called the Empires game hanging around my neck.

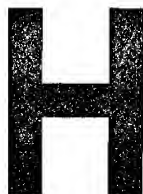
So why should you subscribe to the slowest zine in the hobby? First of all, because it is free. I can't see why people should have to pay for something this slow. Secondly, *Heroes* runs the only Empires of the Middle Ages game in North America. Finally, I've already started on the next swimsuit issue (my third), which should come out like clockwork (hah!) in August.SN

Steve runs unique games, a big plus for any zine. He has cleaned up the print considerably over the past few issues, and always has humorous covers (a tradition which may be fading as fewer and fewer zines run artwork of any kind). But for most of the time he has published, Steve's service in the army or work in college has 'interfered' with his publishing.

This is good. Hobbies are supposed to be lower priorities than family, job, school and the like. But it's frustrating because Steve is fun to read, and a friendly person (as any of this GMs can attest). While he was in Desert Storm, the open letters to his subscribers which took the place of *Heroes* temporarily were fascinating—ironically, he may have had more time

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on his hands Over There than he does now at Chapel Hill! It remains to be seen whether Steve can sustain a run of several regular issues, so I would suggest you write him a letter he can't resist printing, to see if it speeds up his publishing any! ...PJG

The Home Office

Fred Hyatt, 60 Grandview Place, Montclair NJ 07043

price: \$9/12 issues firstish: March 1986 (second time—first run was 3/79–3/81)

frequency: monthly format: 16 open pages lastish: March 1993 (#77)

games running: Diplomacy, Colonia VII (vt), Gunboat Colonia VII, 1499b–The Italian Wars (vt), Landbridge III (vt), Eurasian Dip, Youngstown IV Dip, African Dip

games available: Diplomacy

Keywords: warehouse, variants

Recently improved heading. Clear text, but hard to see where one thing stops and another starts. No maps, but interesting one-liners scattered throughout the zine.....SG

More or less a warehouse with a mini-bio of interest which starts things off each month. Issues arrive monthly like clock-work. The GM is my favorite. The home of Colonia VII, which is my favorite variant.....JS

THO is one of the best places to play in the hobby. Fred is reliable, accurate, fun, and runs some big variants to boot (like Youngstown and his own Colonia). I've been happy to see some new blood in *THO* in the past year—occasionally certain names were popping up a bit too frequently.....DK

Fred is notoriously unwilling to trade or send out freebies. Previous *ZR* editors got very little from him, but he was kind enough to send me his file copy of one issue for a look-see.

The Home Office has a loyal following because of the variants it runs, and Colonia draws the most loyal of those. Just as some people become Gunboat fanatics, or 1830 nuts, so there are those who swear by Colonia, which places Diplomacy on a world map, with nine powers and a Victory Criterion of fifty supply centers. (Unfortunately the version I own is Colonia VI; I'm not sure what changes were made when the current edition, VII, was produced.)

Game reports are very basic and tend to have little press. What chat there is comes in the form of biographical sketches of military leaders. This is a zine for people concerned primarily with playing the game, and playing a variety of games at that (although only Diplomacy was open when last I saw).PJG

Hoodwink

Steven Carlberg, 3024 Whispering Hills Drive, Chamblee GA 30341; home (404) 455-3893; fax/modem (404) 455-8105

price: \$1 sample price: 50¢ or trade firstish: September 1990

frequency: five-weekly format: 14 open pages circulation: 40 lastish: 25 May 1993 (#32)

games running: Diplomacy, Gunboat, Diplomatic Chess, Scattergories, Win Place & Show Dip

games available: Diplomacy, Scattergories, Win Place & Show Dip

Keywords: chat, speedy

"A Dip Zine for Purists," ever our proud motto. My simple goal is to provide a place for people to play Diplomacy (regular and gunboat) with a minimum of interference from the GM and in as nice a setting as possible. Good maps, good game reporting, and extensive press (which the GM stays out of) from a sheaf of good, enthusiastic players. Deadlines are strict and turnaround is speedy and reliable.

I also run "Scattergories," which has proved to be surprisingly popular, free to all comers.

I am just starting up an idea called "Win, Place & Show Dip," where spectators get to wager on a game of no-press gunboat as though it were a horserace, placing their bets on which Great Powers will be the first to be eliminated from play. The odds change as the game/race progresses, so picking the best bets is as much a part of the strategy as picking the losers of the game/winners of the race. I'm quite intrigued with this right now and am also planning to run a section of it as a subzine in Douglas Kent's *Maniac's Paradise*.....StC

Great, well-GMed games. Quick turnaround. Recently made an attractive face-lift, not that it wasn't just about perfect already. Also one of two places I know of where you can play Scattergories.JS

Looks gorgeous, good GMed as far as I can tell, prompt. But somewhat soulless and sterile compared to, say, *Ter-ran* and *Cheesecake*. For TurboFreaks only.BW

Brad's assertion that you'll only like *Hoodwink* if you're into speed and games only is wrong. He has it in the right company, though, by comparing *Hoodwink* with *Ter-ran* and *Cheesecake*. There is not enough reading material to lift it out of the 'warehouse' category, but lately there has been a consistent page or two of editor chat in the front of the zine, and there is enough press in each game to make kibitzing interesting.

Steven elevated Scattergories to a phenomenon, making it the coming-together point for all the players in the zine. His latest venture is Win Place & Show Dip, where anyone can enter this game as it proceeds; like Scattergories it provides a casual excuse to get into *Hoodwink*.PJG

Inoculated City

Paul Glenn, 1447 W. Arthur #17, Chicago IL 60626; home phone (312) 761-0846; XLL0PFG@LUCCPUA.BITNET
price: 35¢ or a 29¢ stamp sample price: free firstish: January 1993 >>>>>>>>>
frequency: five-weekly format: 3 open pages circulation: 17 lastish: 2 June 1993 (#4)
games running: Diplomacy games available: none
Keywords: left-wing, laid-back

I think the best word to describe *IC* is "small." I only run two games, and each issue is only about 3 or 4 pages long. *IC* is sort of a cross between a warehouse and a chat 'zine, but it's too small to be either. Despite the size, I think I've got a pretty good group of players, who help me out by sending in comments etc. I like it; I hope others do too. I hope that *IC* will be a fun place to play Diplomacy. It's not going to become involved in any feuds of any kind, because I don't want it to. So far, I think it's been a friendly 'zine, but it's still pretty new.PGlenn

This one seems to be getting off the ground in the right way. Two games and a couple of pages of editorial, clearly a level of activity that Paul can sustain for some time. He's a curious writer, obviously young (his rock music preferences demonstrate this) and taking his academics seriously, but also humble, recognizing he's new at publishing and not trying to take credit for inventing the wheel. Don't let 'left-wing' fool you, there's been very little politics in the zine so far. Try *Inoculated City* for a change of pace from the massive monsters that Doug Kent and I publish.PJG

Lemon Curry

Don Del Grande, 142 Eliseo Drive, Greenbrae CA 94904-1339; home phone (415) 461-2692; CIS: 70017,714; Internet ddelgran@nyx.cs.du.edu; DELPHI "delgrande"
price: 65¢ firstish: June 1980
frequency: five-weekly format: 8 open pages circulation: 40 lastish: 5 June 1993 (#133)
games running: Diplomacy, Kingmaker, Trivial Pursuit, 1830
games available: Diplomacy, Trivial Pursuit
Keywords: chat, rail games, fannish, multi-games

Subscribers to *LC* not only get the usual assortment of games, the DIP WARZ saga (may THE BOURSE be with you), and occasional bits of hobby news and miscellaneous stuff (want to know Maggie Simpson's first word?), but you get the only 'zine that's published by a hideous green three-eyed mutant masquerading as just another Joe Diplomacy Player. Okay, it's not entirely true—DIP WARZ doesn't appear in every issue.DDG

Don has apparently decided to make *Lemon Curry* into an open-face zine because of some aggravation caused by his publishing software. This has had the side effect of making my main problem with the zine—large typeface, which meant small amounts of writing—cease to be valid. His presentation of the games is nice. Don isn't that good a GM. Sometimes he can make some poor GMing decisions, some resulting from misunderstanding rules.BM

Consistently ..., well, consistent. A couple of offbeat games, some chat, and not enough of Don's well-written stuff like DIP WARZ or Dip Bowl. Outside of *Graustark* and *Boast* no one has been doing what they do in pretty much the same way for as well and as long as Don has. A solid, enjoyable, if unspectacular zine that will enrich your hobby existence. (And where else can you find me, Jack McHugh, Larry Peery, Doug Kent and David Anderson playing in a Dip game?)BW

A strange little zine published by an even stranger little (well, size is relative after all...) man. It's caught in a time warp, somewhere between Prohibition and the Age of Aquarius. Don offers games, polls, news of international Dip events, and one of the most eagerly-awaited PBM Dip games in recent memory.LP

These comments about always having some predictables in the hobby are kind of strange. A few years ago, in a conversation about archives, I recall someone saying to me that they didn't save copies of *Kathy's Korner*—after all, issue 100 looked identical to issue 20, why would you ever have to look back? There are zines with that kind of dependability: *Graustark*, *Diplomag*, *Ter-ran*. *Lemon Curry* has some of that same comfortableness to it, but there's more new stuff than just changing the fonts and sizes. You get color photographs once every fifty issues!

Seriously, you know what Don's comedy is going to be like, just like you always knew what to expect from Johnny Carson—but that doesn't mean the jokes are stale! He does rely on his running gags, DIP WARZ (Dipsters in the guise of Star Wars characters, chasing each other around the universe) and Dip Bowl (Dipsters playing a team version of Jeopardy, based on the old College Bowl show) to get in most of his one-liners and trivia.

Don is very big on tournament and convention Dip, even establishing a ranking system for it.PJG

Loco Motives

Dan Huffman, 311 Mallard Court, Charles Town WV 25414-9469
price: free to players and correspondents firstish: November 1991
frequency: monthly format: 10 open pages circulation: 50 lastish: 21 Mar 1993 (Vol 2, No. 2)
games running: 1830, 1835
games available: none

L

Keywords: warehouse, rail games

Still recovering from the big delay and my pending move, I hope to be back on schedule in the summer. I'll be changing my address soon, so if you read this after June, ask Pete what my new address is. I run 1830 and 1835, and I have no openings for a couple of months. Standbys get first preference for new games, though, so send me a note and get four issues.....DH

If the rail system of 18xx is your thing, I'd say this is the place to be. Apparently Dan uses a good and workable system to keep games moving and the maps are wonderful. On the other hand, if you're like me and don't ever play 18xx, there's not a lot there. It's pretty much all or nothing.....RC

After a lengthy hiatus this zine published two successive issues and seems to be back on track, so to speak. Only time will tell.....ScC

Dan hasn't sent me another issue since the two quick ones in January and March, but I don't know whether that's because he hasn't had time to publish (he did say it would be iffy) or because he's unsure whether we're trading. With no openings available this is only of interest to the die-hard rail fan, most of whom are already getting it if Dan's circulation really is over 50—there are only 24 players and another 3 or 4 standbys named in *LM*!PJG

Maelstrom

Buz Eddy, 7500 - 212th Street SW, suite 205, Edmonds WA 98020; work phone (206) 775-7127; fax (206) 672-0461

price: free

firstish: July 1991

frequency: monthly

format: 2-4 open pages, reduced

circulation: 32 lastish: 2 April 1993 (#14)

games running: Diplomacy Prize Game

games available: none

Keywords: service zine, speedy

Maelstrom exists to connect the Postal Hobby with the American Diplomacy Register [[see Service listings]], a service supporting face-to-face Diplomacy play. In its role as support publication, it is maintaining a rating system for postal play, which is used to search for meaningful refinements for a ftf rating. *Maelstrom* runs a prize game for which invitations were generated from the rating list; a second prize game will be opened after the next issue of *Everything* is published.

Maelstrom also publishes material from the archives in an attempt to provide ideas or entertainment for organizers and players. If you enjoy ftf play and have an interest in promoting or sustaining tournament or club play, drop me a line.....BE

A very small effort for such a big project. The zine *Maelstrom* itself is a single sheet of paper, but Buz's goal to expand and interconnect face-to-face players throughout the continent is a monumental job. *M* may eventually become, like *The Dragon's Lair* of old, a regular update on the ratings performance of players throughout the hobby, both postal and ftf. But for now there's no need for kibitzers to sign on without a burning interest in ratings.....PJG

Making Love in a Canoe

Brent McKee, 901 Avenue T North, Saskatoon, Saskatchewan S7L 3B9, CANADA

price: 4¢/page plus postage (roughly \$1.10) sample price: two 43¢ Canadian stamps, or \$1 US firstish: Nov. 1992

frequency: six-weekly

format: 16 digest pages

circulation: 20

lastish: 14 May 1993 (#4)

games running: none yet

games available: Diplomacy, Gunboat

Keywords: chat, politics

Aggressively Canadian and darned proud of it! We talk about politics, sports, history, and just about any other topic you could hope to name. The print is a little small, but how else am I going to pack everything I've got to say into 16 pages! It may be hard to tell at times but the object of the exercise is not to knock the United States, but to point out that we are different and in some ways superior.

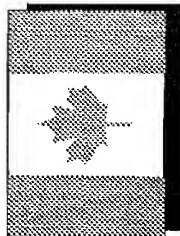
Right now of course the major thing is getting the games started. When I said I was going to go slow with new starts, I was hoping to get some games started! I also would not object to increasing my subscription list if for no other reason than that a larger subscription list will actually reduce the cost of production for each copy of the zine. Besides, the more subscribers I have, the greater the number of voices that will be heard.

Why not try *Making Love in a Canoe*? The worst that could happen is a little eye strain, and I think it's worth it, especially since all prices are in devalued Canadian dollars.....BMCK

This is a new effort and one that the Canadian hobby badly needs since many of its publications seem to be folding, slowing down, or fading away.....LP

I've heard, from time to time, that it was just a myth that certain forms of sex could make you blind—but *Making Love in a Canoe* apparently really can affect your eyesight!

The main problem is not actually the size of type Brent uses, but the clarity. Blotchy printing and copying mean occasionally you have to re-read to get the meaning, but it's always worth it. Brent is not afraid of taking all the time and space required to be informative on a subject, whether it's naval history, writer's block, or public health care. Of course everything is from a Canadian perspective, what would you expect? In fact, if we're lucky, this is the successor to a proud line of Canadian zines (*Snafu!*, *Passchendaele*, *Praxis*, *Excelsior*, *Northern Flame*) all known for their openness and exchange of views. Brent aspires to add game service to that, but it's early yet and he hasn't filled his first game.....PJG



Maniac's Paradise

Doug Kent, 54 West Cherry Street #211, Rahway NJ 07065-3240; CIS: 73567,1414

price: \$1.50; \$3 overseas sample price: \$1

firstish: March 1989 >>>>>>

frequency: monthly

format: 50 open pages

circulation: 80

lastish: 8 June 1993 (#52)

games running: Diplomacy, Gunboat, Aslan Dip II, Middle Eastern Dip, Balkan Wars VI (vt), African Dip II,

Woolworth IID Dip, Diadochi V (vt), Enemy in Sight, Kremlin

games available: Diplomacy, Narnia Wars (vt), Minimalist Dip 7x7 Tourney, African Dip III, Turnabout Dip, Kremlin

Keywords: chat, variants, speedy, politics

Big, fast, and loud. Kinda like a pack of rusty VW Bugs with no mufflers screaming down the hills of San Francisco. Using leaded gas, no less!.....DK

Some of everything, from letters to subzines, convention ads to cartoons, GM questions to zine reviews, and lots of games with neat little printed maps. But, you need a strong stomach to withstand all the feuding, self-serving bull that comes with it.....SG

This 'zine has slipped a bit lately due to the progressive state of Jack McHugh's mental disorders. All in all, though, I thoroughly enjoy this publication. The letters and fun and the commentary (even Jack's) make for interesting reading. Now if he'd just get rid of some of those Dip games and replace them with games of less substance, he'd really take off.RC

Clean, pretty, packed. *MP* is the biggest zine I see on a regular basis, stuffed with games, news, a subzine by Flapjack, commentary by Doug, and occasional updates from Doug's wife, Mara, on life, Doug, and other topics. *MP* is another love/hate kind of zine; it's in your face, Doug and Jack either love you or hate you, and they're very opinionated; your feelings on them are likely to be a direct reflection of their feelings about you, as evidenced by their now-famous feud with Garret Schenck. The subzine, handled by Jack, who claims that anyone would write a zine if they could get Doug to do the work, is solid. I've heard complaints about the adjudications, but I've only recently started playing in *MP*, so I've nothing to say about that. *MP* is exceedingly fast, which is good; this speed leads Doug to be a lot more anal about deadlines than anyone else I know, but that's his policy and you know it when you play in *MP*, so it's not something I consider a problem, whether or not I agree with the philosophy. But all of this is quibbling and a mean-spirited attempt on my part to see how much noise I can get Doug and Jack to make; overall, *MP* is definitely a worthy read.AM

One of three places I know of to play PBM *Enemy in Sight*. If you can imagine it being in a Dip publication, you'll find it here, and well done. Editorials, letters, games, cartoons, etc. *and* a sub-zine which really needs to have full-fledged zine status: *And The Horse You Rode In On...* has everything *MP* has only with not quite the polish but much more irreverence.JS

if you want a very big, very, very fast (one-day turnaround) place to play Dip and variants, this is the one for you. Doug is the original timely publisher—no one is quicker or more consistent. Aside from the games, there isn't a lot in the zine proper—a bit of hobby news and a few letters. For editorial content, though, you are "treated" to Jack McHugh's *And The Horse You Rode In On...* Jack does book and movie reviews and the occasional article but the memorable part is the Flapped One commenting on hobby happenings. You may rest assured of two things: Jack has an opinion and he will voice it. Overall I'd get *MP* if I want a reliable monthly game and wasn't worried about the relatively high cost or need to get my month share of Jack McHugh.ML

The *Retaliation* of the 90s. As the venerable East Coast Clique renews itself, this zine has become a key focus. Doug's GMing is near-flawless and he's ultra-fast, but that's not why this is special. Doug's often combative letter column and his hobby commentary always leave me wanting more, and the various extras (Rusty Bolts, football rankings, etc) make the package even better. Then there are the subzines—Mara Kent's occasional bits on life with the Dougster, Fred Davis' enjoyable column, a new one on postal Dodgeball by Herman Bingham and, of course, Jack McHugh's *And The Horse You Rode In On...*, the hobby's premier subzine and the true successor to *High Inertia*, if tons more vitriolic and spicy. *MP* isn't cheap and Doug's game fees (\$5) strike me as high but it doesn't matter—this is a truly great AMERICAN Dip zine (not an imitation of Britain's zines) in the tradition of *Brutus Bulletin*, *Whitestonia*, and *Retaliation*. Get it or weep.....BW

The Mercedes of the Dip hobby. It's big and, for the most part, a pretty classy zine. Doug is about as regular as they come and each issue is crammed full of good letters and good games. He even provides an outlet for FlapJack, possibly to make the rest of a very good zine seem even better. I once swore that I would never pay \$1.50 an issue for any zine in the hobby, but I'm about to go back on that. It's worth every penny.SN

My favorite zine to play in. A little messy here and there, but the maps are big and readable and Doug turns around an amazingly large number of games in an amazingly short amount of time, the first Monday of every month like clockwork. Also a good source of hobby news, as Doug has a finger in lots of pies.....StC

All this, and he staples the pages together for you.

A little messy refers, I think, to the fact that Jack McHugh makes more typographical errors than any other two people in the hobby put together. And the comparisons to *Retaliation* and to a Mercedes simply proves that a big zine is in the eyes of the beholder. A zine like this can be many things to many people, and to some this is more like a diesel truck than a Mercedes.

MP is overwhelmingly large, running upwards of fifty pages when Jack's subzine shows up (that's about every two out of three). Doug is actually a low-key editor, for all the 'anal-retentive' and 'feuding' epithets that get thrown his way. He steps aside often and lets the letter and press writers speak for themselves. Jack, on the other hand, treats letter comments as a moti-

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vation to go off at length on any related subject, and is not afraid to knock his readers for their views. If you have to have a metaphor for this zine, then Doug is Larry King while Jack is Rush Limbaugh. That last comparison is quite apt; Jack McHugh is one of the most insulting people in the hobby since the days of the Bad Boys. (Don't worry—Jack is quite right when he says that he can take it as well as dish it out.)

The printing of *MP* has gotten better and better. Doug uses a large type face and lots of white space to maintain readability in the game reports, and he prints big, clear maps. Jack's section is more of a crapshoot in terms of layout, but he does his best to clarify where sections break and who's speaking in the letter column. And finally, this is the one source for every Dipdom flyer, publicity announcement, poll and award—because it's monthly, *MP* will keep you up-to-date even more than *Diplomacy World*.PJG

Metamorphosis

David Wang, P.O. Box 345, Norwood MA 02062

price: 75¢, or \$9/year firstish: July 1992

frequency: monthly format: 16 open pages (for now) lastish: February/March 1993 (#8)

games running: Diplomacy, Snowball Fighting, Fog of War Gunboat, Dodgeball PBM

games available: Diplomacy, Gunboat, Cabinet Dip II, MacArthur Dip, Two-Player Colonia VII (vt), Kremlin, Dodgeball PBM

Keywords: chat, multi-games, variants

Good news! I've made arrangements to use a computer for the next issue! I don't know how it's going to look, though, so we'll have to wait and see!DW

Really good start, but encountered production difficulties. Mixture of subzines and games besides Dip. I was excited about the stark, clear maps for each game.SG

An excellent newcomer currently on hiatus due to publisher move. I haven't seen an issue since January but I'm anxiously awaiting its return.JS

Amazing, isn't it, that David can do a zine handwritten and still be more legible than *Boast* or *VERTIGO*?DK

This is all very new, not just *Metamorphosis* but also the subzines, two of which just ran number one. Since issue #7 came out, David has already lived in three different states, so he can be excused for missing a couple of months.

I have high hopes for this zine, because David is a talkative person and that bodes well for a reading-zine fan like myself. But so far he has avoided much in the way of autobiography, which is very unusual for a new editor—the February/March issue made no explanation of *why* he moved twice (though I read elsewhere that the first was because his parents moved to Kentucky).

The subzine writers are a good mix of youth and age, hex-game and sports, games and real life. I hope the *Metam* letter column doesn't lose momentum from the delays, because it looked as though that would liven the zine even more. Write to David for a sample or two but expect him to take a while getting the gears cranked up again.PJG

Niccolo

Chris Hassler, 285 N. Holuston Avenue #2, Pasadena CA 91106

price: \$1; \$1.50 in Canada; \$2 overseas

sample price: free

firstish: October 1989

frequency: quarterly format: 8 open pages

circulation: 10

lastish: March 1993 (#14)

games running: none games available: none

Keywords: service zine, international

Niccolo is a service zine centered around the Machiavelli hobby. Admittedly, the Machiavelli hobby isn't terribly large, but so what! Anyway, *Niccolo* is more than just a listing of game starts and results. It also includes player and standby ratings, a question-and-answer column, and an address listing of Machiavelli players. Currently underway is a survey of Machiavelli players. Plans for the future include articles on strategy and an invitational game. If you've never played Machiavelli before, let me know and I'll hook you up with a GM who's looking for players. It's definitely worth a shot.CH

The one issue that Chris sent is like most of the Custodial zines (*Everything*, *Alpha & Omega*), clear, short and entirely a list of games, players, and statistics. There is also a guideline for Mach GMs and a census of players and editors.PJG

Northern Flame

Cal White

1 Turnberry Avenue, Toronto, Ontario M6N 1P6, CANADA

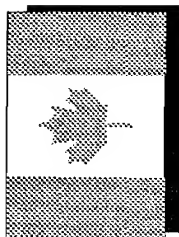
price: \$1; \$1.50 overseas firstish: December 1987

frequency: six-weekly format: 16-24 open pages lastish: 21 Mar 1993 (#43)

games running: Diplomacy, Facts in Five

games available: Diplomacy, Gunboat, Escalation

Keywords: laid-back, warehouse



I like *Northern Flame*. In fact, it was one of the models for my own zine, *Making Love in a Canoe*. Unfortunately, Cal has decided to drop many of the features that made him famous: the subzines and letter column. The *Flame* is going to become little more than a warehouse. Cal says he no longer has the time or motivation to produce a large, high-profile zine. Better to produce a slim games zine than burn out.BM

This zine is a two-time Runestone Poll winner that's mutating. Cal's life has changed a lot recently and so has his zine. Gone are the huge lettercolumn and the DTP look. Instead we have *NF Light*, with just the games, some hobby news, and just a subzine or two. This still makes a quite worthwhile zine, just not the zine many of us came to know and love. And worship. And give 10s to in the Poll. Well, you get the idea.ML

This is not the same zine that won the Runestone in 1991. It's still a damn good zine, it just doesn't have quite the same spark that it did a few years ago. Sometimes I get the feeling that Cal is more distracted now than he was then. In spite of all that, it is still one of the top 10 zines around in anyone's book and well worth the cost of a sample.SN

It's hard to know just what *Northern Flame* will develop into, so don't be upset if the sample you see doesn't quite match the rave descriptions you've heard from other players, or read in some of Markie Nelson's zine lists. In fact, I would have listed 'chat' instead of 'warehouse' up until the March issue, which announced that Cal would drop so many pages. *NF* was the hobby leader for three years, winning the Runestone Poll in 1990 and 1991 and the Marco Poll in 1990. Those prizes tend to go to large zines with large circulations and many contributors, and that's what *NF* was. It was never fast, though it has had a dependable six-weekly schedule—43 issues in 65 months. I expect Cal will keep that predictability (that's part of the reason for cutting back: he wants to avoid folding altogether), and some chat will surely sneak into the zine in spite of Cal's attempts to keep it down (for two examples of zines which re-trenched but still managed to provide interesting reading, see *Realpolitik* (England) and *Costaguana* (just after its last 'fold')).PJG

off-the-shelf

Tom Howell, Box 1450, Port Townsend WA 98368-0036; CIS: 70641,1722

price: \$1 sample price: free firstish: October 1992
frequency: six-weekly format: 20 digest pages lastish: 9 May 1993 (#6)

games running: Diplomacy, Hardbop Downfall

games available: Diplomacy, Nuclear Destruction, Hardbop Downfall

Keywords: chat, variants, e-mail, international

So, what is this off-the-shelf anyway? The best way I can tell you is let you look at one. Ask for a sample. Then let's play some Dip or Hardbop!TH

Great read. Now if it only offered a game other than that Diplomacy thing.RC

The Downfall craze is just about spent, with four zines in Britain and one in Germany still running it or offering new gamestarts. Electronic mail is making huge advances, and beginning with *The Metadiplomat*, which was the first zine available via e-mail or postal service, zine after zine has begun accepting orders by e-mail, publishing e-mail addresses, and discussing computers and computer games.

off-the-shelf partakes of both of these hobby trends. It's the only North American zine either running or offering Downfall. It is also one of a growing collection of zines which straddle the e-mail/pbm divide (in fact it is reminiscent of early *Metadiplomat*). Clearly a postal zine (Tom does include maps and illustrations, and usually (so far) cover artwork), Tom doesn't make a big deal about e-mail; he just treats it like any other contribution to a letter column or hobby news.

This zine is also filled with Tom's activities and personality. When a central feature of a zine is called "In My Neighborhood" you know you can expect autobiographical notes, and amidst the descriptions of life around Tom's household we even get plans of his house and yard. He has an unorthodox letter-column layout—Tom's responses are all collected at the end, separate from the letters they respond to—but otherwise I haven't found anything that I'd change about this zine.PJG

Orphan Son of the Podunk News

Bob Hartwig, 6612 West 113th Avenue, Westminster CO 80020; home phone (303) 466-5896, work (303) 460-0614; fax (303) 460-4199

price: 50¢; 60¢ Canada; \$1 overseas sample price: SASE (52¢ postage) firstish: December 1990
frequency: six-weekly format: 10 open pages circulation: 3035 lastish: 17 Mar 1993 (#21)

games running: Diplomacy, Gunboat, Civilization

games available: Axis & Allies, Civilization. guest GMs and standbys welcome

Keywords: warehouse, chat, fannish, multi-games, laid-back

OS runs orphans from folded zines as its primary purpose. There is one guest-GMed Civilization game in progress, and one open. Mixed in with the games are features from Dan Hanson (which most people seem to enjoy very much), a subzine from Andy York (current topic is Star Trek, STNG and Deep Space 9), and life experiences from the subscribers and from me. The zine goes at my pace, and I don't overdo it. As a result, I expect to be around for a LONG time. I try to put out a good product for the money. So far three orphans have finished, with three in progress. Finally, I try to do a VERY good job as a GM. If you liked the TV shows Father Knows Best or Leave It To Beaver, you'll probably enjoy *OS*.BH

OP

Introspective is not a word one usually associates with Dip zines, but if there is such a thing in the American Diplomacy hobby, this is it. Not a bad place to play either.....LP
 In my opinion, the most uncredited publication in Dipdom. An EXCELLENT rag by an excellent kinda guy. Great games. Great subzine. Great writer submissions. And on...and on.JS
 A neat little zine, similar to *Cheesecake* in that the chat that does pop up is personal and not hobby news. Although Bob concentrates on orphans from elsewhere, he does allow new gamestarts edited by guest GMs and raises the interest level by making room for outside contributions (Dan Hanson is a funny writer!).
 If it weren't for the title, I would assume this zine was typed—everything but that first line is in a typewriter font, with no more graphic tricks than underlining or centering.....PJG

Penguin Dip

Stephen Dorneman, 53 Hill Road #705, Belmont MA 01278-4306

price: only for present subscribers samples not available firstish: February 1987
 frequency: five-weekly format: 16 open pages lastish: 23 May 1993 (#63)
 games running: Diplomacy
 games available: none

Keywords: chat, politics, fannish

Winding down to a fold, but all current games will be completed. No new subscribers, no new gamestarts.SD
Penguin Dip has been around long enough, and is distinctive enough, that I can't just let Stephen throw out that one line and leave it there uncommented.

PD has always been notable for two things. First, many of the readers are sf fans, and they dominate the lettercol in a way that gives this zine a special feel. Like much of fandom, there's no need to have actual science fiction in *PD* (although there have been reviews of fiction, and essays on futuristic topics regularly)—it's a mindset more than an actual topic of conversation. And also, *Penguin Dip* has collected original art from its readers, mostly penguins in all sorts of everyday activities and always including a full-page cover drawing.

It certainly looks as though Stephen will not be publishing by the time the next *ZR* comes out, and he'll be missed.PJG

Pennant Madness

Bruce Linsey, 170 Forts Ferry Road, Latham NY 12110

Keywords: sports games

Pennant Madness is the publication for the results of Gonzo Baseball, a game in which participants own teams consists of Major League Baseball players. Game results are based on players' real-life performances. Team owners can trade, sign free agents, and juggle their lineups in an attempt to reach the Gonzo World Series. Lots of fun! Ask for your free Gonzo Baseball starter packet.....BL

I have not seen a copy. As with *Autumn Madness*, I must point out that Bruce is explicit in attempting to run his games as a business, which I take to mean he's making a profit; those wishing to play under amateur GMs should look elsewhere.....PJG

Perelandra

Pete Gaughan, 1521 South Novato Blvd. #46, Novato CA 94947-4147; home phone (415) 897-3629, fax same as home

price: \$1/issue; \$1.50 overseas sample price: free firstish: May 1982
 frequency: monthly format: 24-30 open pages circulation: 97 lastish: June 1993 (#109)
 games running: Diplomacy, Snowball Fighting, Merchant of Venus, Titan, Monopoly, rotisserie baseball, Dip Battleship, Literary Quiz

games available: Diplomacy, Youngstown Dip XV, Snowball Fighting

Keywords: chat, politics, fannish, club zine, multi-games, left-wing, international

My review of my own zine has almost always been a paragraph or two of humor, either satiric or slapstick, poking fun at *Perelandra* in an attempt to get readers to sign up. Just this once, I'm going to write a real review of my work; next time I'll return to my old ways, I promise.

Perelandra began as a small zine, and was small for a lot of years. In fact, in championing the cause of zines that were less than an ounce, or only ran two or three games, I even started an organization to lobby for such "small-fry" (entirely in jest, of course). My models were Eric Ozog's *Diplomacy by Moonlight*, where elegant layout and a polite, humble-but-wise editorial tone made for an impression of class; and Larry Peery's *Xenogogic*, which was not afraid to be serious when everyone else was laughing and frivolous when everyone else was fighting.

And for six or seven years we got along that way, myself and thirty or forty readers who enjoyed literature and letters and Dip and, once I discovered it, Snowball Fighting. (SF is just what it says, hurling snowballs around a backyard. It's a short, non-negotiating game which amounts to just a goofy chance to let off steam and a great excuse for all kinds of press—Golden Age press sagas, one-line insults, sexual suggestions and even the occasional "Neener neener neener!")

But when we moved back to California and I gained access to a computer, suddenly it was possible—even easy—to run a dozen games and two dozen pages, and I couldn't resist the glamour and glory of a big zine. I opened game after game, and encouraged a loud, large lettercol. So now I struggle to keep the thing under three ounces and find myself mailing it out to nearly 100 people around the world each month.

I have the leisure time it takes to produce a big reading zine (when we moved to Northern California it was so I could get out of retail sales), but it's still hard work... and I love it. My wife helps prevent my intellectual and elitist tendencies from running away with the zine, by writing a column about everyday life. And although we've lost some of the old original *Pere-landra* family along the way, the readers I have keep telling me that they enjoy every issue. I'm only an average GameMaster, so don't come to *Pere* looking for 100% accuracy or Turbo turnarounds (my monthly deadlines are predictable, but it takes me five days or more after the deadline to get the zine out the door). Come looking for games, talk, and a crowd of people who will welcome you in.....PJG

What can I say about the editor's personal zine? *[[Anything you want to. My responses to guest reviews of my zine will be printed in Pere, not ZR, so you can speak here without retaliation!—PJG]]* It's probably best described as the (fuel-efficient) sportscar of the hobby. It's certainly one of the more visually stimulating zines in the hobby, with a good selection of fonts and good illustrations. The games are run consistently well, if not perfectly, and the content always makes it a good read. I hope that Pete puts a copy with every Zine Bank request, 'cause it's well worth a look.SN

This zine won last year's Runestone Poll. I can see why. Pete obviously puts a lot of work into the zine. Press is lively and plentiful in all the games, and the letter column never fails to capture my interest. The zine overall is clean and well laid-out, although the Dip reports tend to be a little difficult for me to read due to its heavily abbreviated nature. I can't say first-hand how his GMing is for Dip, but he's doing a fine job running Snowball Fighting.....CH

Assuredly the most professional-looking zine around. Does it seem to anyone else that there are more women affiliated with this 'zine than any other. What's the secret, Pete? But seriously, I like the mix of games, I only wish I'd been around long enough to know what the hell some of them are.....RC

One of two publications which I feel epitomize what a dip rag is s'posed to be about. Absolutely great. I'd be hard pressed to find anything bad to say about it if asked to do so. Also, one of only about five or six places where you can play Snowball Fighting—the ultimate just-for-fun game.....JS

I am amazed that Pete can continue to put *Pere* out on a monthly schedule. Not only does he publish *Pere*, but he is also the US ISE *[[International Subscription Exchange]]* rep, publishes ZR, and is on the coordinating committee for Dipcon 1993. Along with the games, *Pere* offers up editorial chat from Pete, a large lettercol, a column from Cathy Gaughan, hobby news and the most difficult literary quiz going. A fun place to play a game, or a great zine to read if you don't want to play. Recommended.....MW

Increasingly enjoyable, but also increasingly leaving its roots behind as Pete tries to become the best British zine in North America. No one offers Pete's variety of games (British Rails by mail?) and few run them as well. Graphically gorgeous; makes *Upstart* look like it was done on a manual typewriter. Lots to read and lots to take part in; a very friendly zine that entices you in to participate. My only caveats: a) expensive with high game fees for some games, not all; and b) as Pete tries to become the next international Dip star, the lettercol is starting to become dominated by arrogant foreigners who like to offer holier-than-thou lectures on how awful, backward, and ignorant Western civilization is in general and the USA in particular. A couple issues ago, we had the spectacle of a South African lecturing us on the evils of the white man in Africa. (As Eddie Condon once said, "Do we tell the Frogs how to jump on grapes?") *Pere* has a general greenish, leftish tinge which doesn't bother me; the obnoxious outsiders do. But you may feel differently (and probably will). Outside of *MP* the best zine in North America.....BW

Perestroika

Larry Cronin, Box 40090, Tucson AZ 85717-0090

I'm unsure whether Larry is still publishing or not, but Brendan Whyte still lists him as a 'trade'. Larry's zine is really two things at once: a perzine with comment on the events and politics of modern society; and a game zine for play of the variant Larry developed, also called Perestroika, which adds a large layer of economic value and trading to the traditional game of Diplomacy. He used to offer the option of subscribing to one section of the zine, or both, but I haven't seen an issue in over a year.....PJG

Pilot Light

Kevin Brown, 100 Patton Drive, Warner Robins GA 31093

price: \$10/12 issues (free to standbys)

firstish: October 1988

lastish: March 1993 (#48)

games running: United games available: none

Keywords: laid-back, warehouse, United

Pilot Light runs United exclusively, although at one time Kevin was running a game of Candy Land. Kevin offers a little bit of editorial chat along with the United results. The competition and the press in this league is quite good. The only down side to this league is the slow turnaround since Kevin moved back home. Kevin is looking for standbys, so drop him a line if

P

you are interested in United.MW
 This is one of the four functioning United leagues in North America. Has a fairly simple system but still fun for the seasoned United player. The main drawback recently has been a slow down in the zine; Kevin moved back home and has become more diverted than before. Still a must for the United players out there.ML
 I received my introduction to United in *PL* (finishing next-to-last in the worst division) and Kevin is probably one of the better GMs to lose that "United cherry" to. Unfortunately, he has become about as slow as I am, and I don't really know why. I suspect that it is just a funk that he will move out of really soon. At least I hope so.SN
 No further comment as the latest news (out of *The Appalachian General* and *ark*) is that *PL* will fold! Sez here that Kevin needs someone to take over GMing his United league, which just finished its fourth season. More next time.PJG

Pontevedria

Andrew York, Box 2307, Universal City TX 78148-1307; home phone (210) 658-6066; GENIE W.YORK1
 price: SASE or \$3.60/year sample price: SASE or IRC firstish: August 1990
 frequency: monthly format: 2 open pages circulation: 25 lastish: April 1993 (#31)
 games running: none games available: none
 Keywords: service zine

[[ZR Ed: Published by Phil Reynolds prior to 7/1/93—these notes are Phil's.]]

Pontevedria is a listing of North American zines with openings for Diplomacy, its variants and other games. The most comprehensive and up-to-date source for current hobby game openings, it is published at the beginning of each month. Trades with other publishers are welcome and encouraged to promote a better hobby service.PR

Phil puts out a very useful page, without a lot of wasteful info or opinions. I tend to pass them along to others after I read it. It comes out once a month, so it is pretty current.PK

Hobby service publication which very simply lists game openings and where you can find them. Worth the effort. Saves legwork... well... stampwork.JS

When Phil was running this it was a great source, but suffered a bit from neglect by the rest of the hobby. I'm not sure why, because for an editor who has a waiting list open for a game this is the most effective means to get it filled fast and to get it filled with someone other than the same old readers (a problem for some zines where there is little new blood coming in). *Pontevedria*, to be at its best, needs frequent plugs from zine editors, so that prospective game players will know to write to Andy when they're looking for something new; and it needs editors to trade with Andy, or at the very least provide frequent updates on what's available, so that his listing will indeed provide the most up-to-date source of games. I've been guilty, in *Perelandra*, of forgetting *Pont* from time to time, because I don't sign up for many games myself—but the best service I can do for my readers is to urge them to use this service!PJG

The Prince

Jim Meinel, 2801 Pelican Drive, Anchorage AK 99515-1364; home phone (907) 243-8337
 price: 50¢ sample price: SASE firstish: September 1982
 frequency: four-weekly format: 4 open pages circulation: 27 lastish: 7 June 1993 (#126)
 games running: Diplomacy games available: Diplomacy
 Keywords: warehouse

Another slice-of-life warehouse. Sure, being a warehouse means your zine is mainly games and little chat. Jim now runs two games. But he almost always write a full page or even two about what's going on in his life. Like most warehouses, endgame statements are important, and in the short time I've been seeing *The Prince* the endgame comments have been very readable to the outsider as well as insightful.

You can count on this zine showing up when Jim says it will, although he does stretch the deadlines around holidays or travel. A bargain and a good zine to get in line for so you'll have first crack when Jim starts opening waiting lists again.PJG

Protozoan

Scott Cameron, 4 Meadow Lane, Hicksville NY 11801-5304
 price: 29¢ for players, 50¢ for non-players sample price: free firstish: August 1984
 frequency: three-weekly format: 4-5 legal open pages circulation: 17 lastish: 6 June 1993 (#125)
 games running: Republic of Rome, Britannia, "choose-up-sides" Britannia, Kingmaker
 games available: 1830, New World, Conquistador
 Keywords: warehouse, multi-games, speedy

Protozoan is fast and cheap—like your mother.SC

Damn, this is an ugly zine, but its heart is in the right place. If you're not in a game there, there's not much to read. But the game selection (one of those unzines) is superb.RC

Protozoan hasn't been going as long as many old-time zines, but because of the die-hard, out-the-door three-weekly

schedule it feels as though it's been around forever. In fact, *Protozoan* #125 arrive on the same day as *The Prince* #126, despite Scott's zine being born two years later.

I believe Scott started out as a Dip GM, but of course for a while now *Proto* has run just about every multi-player game except Diplomacy. Game reports are a bit of a challenge, as Scott types them up and squeezes as much information into as few legal-sized sheets as he can use! Scott loves bad puns and always manages to snap off a non-sequitur gag line somewhere in the zine, but the couple of paragraphs of chat are almost always about the games—rule changes, nmrs, and the like. Sign up here for the speed and the selection of games.....PJG

Quest for Power

Russ Wallace, Box 256, West Lynn MA 01905

price: free to players (\$15 game fee) firstish: August 1991 format: open page lastish: January 1993 (#15)

games running: Railway Rivals, Campaign Trail

games available: Diplomacy, Fishy, Elfengold

Keywords: multi-games, rail games

The latest on this zine is that Russ's computer has crashed and he has been forced to put out handwritten issues and to send game reports only to the players involved in each game.....ScC

A great little publication which fits sorta outside the norm. Play Campaign Trail, Bus Boss and other games you just don't see everyday, plus read about the publisher's experiences in Vietnam. Recently had a computer disaster but the rag must go though so Russ has been HANDWRITING the thing. Commitment.JS

Russ made a point to write to me in March and tell me that the games were continuing on flyer (due to computer problems) and that the full *Quest for Power* hadn't folded. I trust a GM who goes to this kind of trouble to keep people informed, because we've had dozens of examples of editors who disappear for months and then get insulting when someone dares to ask whether they're going to publish again. So don't write to sign up for anything just yet, let's give Russ the time and space to fix his publishing process first.....PJG

Rails By Mail

Scott Cameron, 4 Meadow Lane, Hicksville NY 11801-5304

price: free to players (50¢ to non-players)

sample price: free

firstish: March 1990

frequency: three-weekly format: 1-2 legal-sized open pages circulation: 10

lastish: 24 May 1993 (#52)

games running: Railway Rivals, Bus Boss

games available: Railway Rivals

Keywords: rail games, speedy, warehouse

Getting a subscription to *Rails By Mail* is as easy as your sister.....SC

...and playing in *Rails By Mail* is as easy as Madonna. Rail games, with their limited potential for negotiations, are the perfect device for a fast zine, and this is a *fast* zine, usually in the mail within three days of deadline. Smallest zine in the N.A. hobby (last two issue have been one legal page).....PJG

Rainbow Warrior

Shane Hedegard, 613 Central Avenue, Salinas CA 1993901-1607

Shane was publishing a small effort for his game-playing local buddies, built primarily around Axis and Allies and Diplomacy. If he's still publishing, would someone clue me in? At least one report has him missing since February.....PJG

Rambling WAY

W. Andrew York, Box 2307, Universal City TX 78148-1307; home phone (210) 658-6066; GENIE W.YORK1

price: \$1, \$1.25 in Canada/Mexico; \$2.25 overseas

sample price: free

firstish: October 1990

frequency: monthly format: 24 open pages lastish: June 1993 (#31)

games running: Diplomacy, Gunboat, Scattergories

games available: Diplomacy, Gunboat, Youngstown IV Dip, Nuclear Destruction, Acquire, Don Diplomacy, Fog of War Dip, Origins of WWII, Excalibur

Keywords: chat, politics, international, fannish, variants, Mensa

Rambling WAY continues to grow through the efforts of the reader; players and writers. Three subzines are regularly featured: one originating in Brazil, another in England, and the other written by an American diplomat with extensive Far East experience. Two staff writers provide articles on strategy and general hobby topics. A Poll Question is offered each month for reader input and discussion. In addition, a lengthy international convention calendar is available, portions of which are printed as space is available. A hobby news section is routinely provided.

In the gaming area, I've recently expanded my openings are will be running some via flyer (not everything will fit into *RW*). The Scattergories game attracts more than ten participants—the more the merrier. Games are also available with interna-

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tional players—a chance to meet people in other nations' hobbies. Suggestions for other games are very welcome.WAY
 Definitely one of my favorites. Full of games. Full of sub-zines. Also one of two places I know to play Scattergories. If I
 were asked to recommend a 'How to Start and Maintain Publication of a Diplomacy Publication,' I think I'd point to this
 development of this one as an example.JS

Watching this zine grow and mature (not the same thing after all) has been one of the joys of my post-DW-publishing
 Dip career. Andy has put together a winning combo of games, news, and features; all with a substantial international input.
 This is one of a handful of American zines I would unquestionably recommend to overseas hobbyists.LP

This zine has everything I like about a zine to play in except game maps. Andrew runs quite a few games and turns them
 around quickly and reliably. He also makes a worthy, continuing effort to rouse discussion. Recently he started running
 "Scattergories," a big favorite of mine here as it is in *Hoodwink*.StC

Rambling WAY is great because it is out of the mainstream. Although it has many of the normal features found in most
 zines (subzines, hobby news, topical letter column), it has the feel of an isolated corner because so many of the players here
 aren't subbing all over the place. If you're getting tired of the same old names this will be a welcome place to play, although
 Andrew's crew shares space in the letter column with a fairly common group of writers.

RW has a low-tech look: dot-matrix printing but the single-column, single-font setup emulates the old days when we all
 used typewriters. Andrew livens the page with clip art, a pair-of-sneakers logo, and headlines clipped from public radio list-
 ings (public radio being his pet civic project). It's hard to read cover-to-cover because of the leaping press (leaping, that is,
 carrying from page to page in order to fill in the bottoms of pages); but the distinctive single-page guest columns/subzines are
 always packed with interesting goings-on despite their concise format.PJG

Ramblings by Moonlight

Eric Ozog, 9509 - 209th Avenue E, Bonney Lake WA 98390; home phone (206) 862-1612

price: \$1; \$1.50 Canada and overseas

sample price: stamp

firstish: January 1991

frequency: monthly

format: 24 digest pages

circulation: 50

lastish: May 1993 (#29)

games running: Diplomacy games available: Diplomacy

Keywords: chat, politics, left-wing, right-wing

Ramblings by Moonlight is the offspring of *Diplomacy by Moonlight* and *Cathy's Ramblings*—two classic defunct zines.
 RBM includes some chat, photographs (recently, baby pictures!), politics (from both sides of the spectrum), environmental
 news, and monthly ramblings from Eric (the tree hugger) and recently Jonas Johnson (the Reaganmonger). This zine will like-
 ly fold on December 31, 1999 or the End of the World, whichever comes first.EO

Good zine. Good looks. Good everything. I think I'll copy it. Useful info on the U.S. Orphan Service. Very country-ori-
 ented zine. Gives a feel of the outdoors.PK

Some really interesting printed material in here. Parodies, humor, zine reviews, concert reviews, political views, letter
 column, and standard Dip games with small yet perfectly clear maps. If I had the time, I'd definitely subscribe.SG

Eric is among the hobby's most enjoyable writers about mundane topics that he brings you to care about and enjoy. Good
 GMing, excellent bunch of players, affordable, and very, very readable. A comfy kind of zine and one to watch as a potential
 90s superstar.BW

RbM has that Ozog flavor, kind of a cherry-phosphate view of the world. As if, we all know the world can be a rotten
 place, and Eric has built up the muscles (literally!) necessary to deal with the nasties out there; but that doesn't mean we can't
 be kind, gentle people who care about the natural world and about each other.

The 'elfen' theme and 'Fortress of Fursoft' jargon that inhabits this zine is fun but it's icing atop the real content, which
 is games and life. In case the zine ever tilts too far to the left, there's Jonas Johnson to teeter it back—or better yet, John
 Michalski will pop up with a letter (Jonas is a mild, young imitation of John, but he's usually all we've got).

Cover art (front and back), comic strips, large maps and occasional Northwest-forest news reprints liven up the zine,
 keep it from getting text-heavy. You'd be surprised how much commentary can fit into a digest zine that also runs so many
 games.PJG

Rebel

Melinda Holley, Box 2793, Huntington WV 25727-2793; home phone (304) 523-5613

price: \$1

firstish: November 1984

frequency: five- to six-weekly

format: 20–24 digest pages

circulation: 60–70

games running: Diplomacy, Gunboat

games available: Diplomacy, Gunboat

Keywords: warehouse, variants

If you want to play, the games are here. I occasionally run a chat subzine, *Foxfire*, but the response has been fairly limit-
 ed.MH

Rebel is one of the grande olde dames of the hobby, not by virtue of its age but because of its impact. It has run so many
 games that at one time or another nearly every postal fan with any name recognition at all has played here. Many bad jokes

have been tossed off about what the hobby would be like without *Rebel* (or, for that matter, how on earth we'd clean up the mess if it folded!). Melinda both GMs and plays in more games than anyone else, so I expect you can count on accurate adjudications (but I can't say for sure since she didn't send me a copy).PJG

S.O.B.

Chris Hassler, 285 N. Holuston Avenue #2, Pasadena CA 91106

price: 75¢ (\$1.25 overseas); add 25¢ to include sub to *Niccolo*

frequency: five-weekly format: 10 open pages circulation: 22

firstish: April 1993

lastish: April 1993 (#1)

Keywords: multi-games, variants

Well, it finally happened. After two years of running a subzine, I decided it was time to step out on my own. So... "Hounds of Hell" becomes *S.O.B.* *S.O.B.* will continue with the same exotic mix of games as my old subzine: Machiavelli, Dune, Merchant of Venus, Midway, and now New World. Future possibilities include Adel Verpflichtet, Die Macher, Peloponnesian War, Stellar Conquest, and anything else that sounds interesting. Right now, the zine is a bit "warehousey" but I am trying to change that. Press is highly encouraged in all my games and plans are in the works to include a letter column. I plan to run it on a 5-week schedule, hopefully turning it around in one weekend.CH

This thing looks really great. He obviously knows how to manhandle that desktop publisher. I don't know how to play Machiavelli or Merchant of Venus, and Dune isn't one of my favorites. But if I did...RC

One of the D.O.G.S. of War goes out on his own. The D.O.G.S. are a gaming group in the Los Angeles area that have been publishing their own zine, under the same name, for several years. Chris' subzine in *D.O.G.S.*, *Hounds of Hell*, was the Runestone Poll winner in 1992. He has now taken his subzine and turned it into a full zine. Issue #1 was sent out April 1993. The premier issue contained an editorial from Chris, a report on the D.O.G.S.' March club meeting and the games. Chris said that he intended to start a lettercol as soon as he received enough letters to print. If you want to play Machiavelli or something else other than Dip, the *S.O.B.* is the place for you.MW

Issue #2 seems to be a bit delayed, so the normal proviso for new zines holds here: step carefully. New editors often take a while to find their sea-legs; it will be easier for Chris since he's already been doing a subzine, but the desire to try everything can overwhelm. He shouldn't worry if the only change in the zine over the next six issues is the addition of a lettercol.

Not that that seems likely, given Chris' interests. The premier issue was good-looking, with small type and clean maps for all games (and there are some unusual games). I wouldn't be at all surprised to see some *Niccolo*-inspired statistics or game review-type material turn up here. I'm glad this is getting off the ground, the hobby needs strong participation by the L.A. crowd.PJG

So I Lied

Marc Peters, 370 North Street, Sun Prairie WI 53590; home phone (608) 837-3252

price: 50¢

sample price: stamp

frequency: five-weekly format: 20 digest pages circulation: 33

lastish: 10 March 1993 (#40)

games running: Diplomacy, Gunboat, World War IIb games available: none

Keywords: warehouse, variants

SIL is largely warehouse, with occasional columns submitted by the readers, usually sports-related. I try to always be running at least one variant in addition to the regular and gunboat games. Should be on track after a shaky period.MP

This is a warehouse zine published by that well-known MadLad and excellent player, Marc Peters. As warehouses go, it's quite acceptable (looks good, well laid-out, good GMing) but for one thing: recent long delays between issues. Marc claims to be back on schedule now, but I'd wait a few months just to be sure. Not that it matters too much, as Marc currently doesn't have any openings.ML

Good advice, waiting a few months. After producing that March issue and claiming that all is well, Marc hasn't published again (deadline was April 10) and in fact has also had a hard time getting orders in on time for games he's playing in. He shows all the signs of a real life slowly swallowing his game involvement.

Let's, of course, hope I'm wrong. There are a lot of good games here which deserve attention, and the Midwest Mob (like the L.A. game crowd) needs a rallying point which *So I Lied* could provide.PJG

The Sports Page

David Baumgardner, 3621 Wayland Drive, Fort Worth TX 76133-3005; home phone (817) 294-5717; GEnie:

D.Baumgardne

price: \$5 "donation to cover postage" [[ZR Ed: I'm not sure how many issues that covers.]]

sample price: 75¢, limited to availability

firstish: January 1992

frequency: bimonthly format: 16 A4 booklet pages circulation: 40

lastish: November 92 (Vol. 1 #6)

games running: none games available: none

Keywords: service zine, sports games

S

The Sports Page is a bimonthly newsletter that covers the entire line of Avalon Hill Sports Illustrated line of sports simulations. As a goal I attempt to follow a similar format to *The General* and the now out-of-print *All Star Replay*. There are usually 12-14 pages of articles in every issue, most issues containing variants of current games, such as WP&S racing cards or a new track for *Speed Circuit*.

I am also lucky to have standing columns covering SP Baseball and March Madness. The main focus of these two columns is to add new cards to the existing games.

I started to put the newsletter together for a couple of reasons. First, I enjoyed the old *All Star Replay*; it helped me enjoy a group of games I had played all my life. Second, I wanted to start a newsletter that would become a central focus for sports-gamers by providing leagues, ladders, and opponents-wanted information. We do have a baseball ladder going but no leagues. We also had a *BowlBound* challenge going but it is on hold due to lack of interest.....DB

This bi-monthly newsletter is more an information and variant source than a 'zine. No games are played herein, but articles are published covering Avalon Hill Sports Games. Though David is in no way affiliated with AH, the "zine" has both the look and feel of the long-defunct *All-Star Replay*.RC

This is admittedly a reach for *Zine Register*: a zine which runs no multi-player negotiation games, no rail games, no *Snowball Fighting*. But the sports-game hobby in North America is beginning to bleed over into *Dipdom*, starting with *United* and carrying into *Gonzo Baseball*, *Brotisserie League* and John Caruso's *Strat-o-Matic* league. For fans itching for discussion and variant design for sports simulation games, *The Sports Page* is available.

The latest issue had extensive *Advanced* rules for *Sports Illustrated's* "Superstar Baseball," as well as several smaller features such as bunting in *Statis Pro*; and it announced the formation of a pbm baseball "ladder" in which managers can develop a team and play their way to the top ranks in an ongoing campaign, instead of a finite season (games take place at managers' convenience, instead of set dates necessitating deadlines).

It's not just baseball either. *Win Place & Show*, *March Madness*, *Football Strategy* and both *Statis-Pro Basketball* and *Football* have been covered as well. All *Dipdom* roto-heads should check it out!PJG

Standard Gauge

Bill Wordelmann, 541 Canyon Trail, Carol Stream IL 60188-1364

price: 50¢

sample price: one stamp

firstish: November 1992

frequency: monthly

format: 6 open pages

lastish: 22 March 1993 (#4)

games running: *British Rails*

games available: *North American Rails*, *Nippon Rails*

Keywords: warehouse, rail games, chat

I'd like to try opening up one or two *Railway Rivals* games after the *Mayfair CR* games are up and running, if I don't go insane first!BW

This is a good zine. It offers only games in the *Mayfair* rail system (*Empire Builder*, *British Rails*, etc). But that's not bad—there are some zines that only offer one game (*Diplomacy*). All in all, well done.....RC

This is a small effort, but Bill has a very specialized interest and is new to publishing—the zine will grow if more *Mayfair* players come out of the woodwork. *Standard Gauge* looks clean and is copied on quality paper; it's not nearly as graphics-choked as my own *Perelandra*, which he claimed to be emulating. (Bill, stick with your other model, *ark*.) It's still exclusively Bill, lacking a letter column and having almost no press in the one game that's running.

It may be worth a warning to note that Bill hasn't published an issue the past two months (the last deadline was April 16). But if you're a rail fan then sign up now and get in on the ground floor of what will likely be a key rail zine.....PJG

Starwood

Melinda Holley, Box 2793, Huntington WV 25727-2793; home phone (304) 523-5613

price: \$15 per tournament sample price: none

firstish: October 1987

frequency: three- to four-weekly format: 10-12 open pages circulation: 15-25 lastish: May 1993 (#81)

games running: 7x7 Round Robin Gunboat tournament

games available: 7x7 Round Robin Gunboat tournament

Keywords: warehouse, variants

No press, just 7x7 RRGTS. You have to be good to survive, let alone win the tournament.....MH

Like *Rebel*, this is about as no-frills as a zine gets. Most warehouses have at least a page of chat—the editor's family life, What I Did On My Vacation, that sort of thing. Not so here, as Melinda types up game report after game report, and all of it without press.PJG

The Strategist

Jack Jewart, 24508 - 38th Ave. Ct. E, Spanaway WA 9838

I'm not sure whether this is appropriate or not, but here goes. Jack publishes a newsletter for a gaming group in the

Northwest, and is active in AHIKS—but I don't know whether the zine is an AHIKS organ or not. But if you're looking for news on wargaming, and wargaming in Washington in particular, write to Jack. Or come to Dipcon in San Francisco this Labor Day and meet him!PJG

Suicide Squeeze

John Caruso, 636 Astor Street, Norristown PA 19401-3745

price: free to players (\$30/year game fee) sample price: none firstish: January 1990
frequency: semi-monthly format: 4-8 digest pages circulation: 26 lastish: 5 June 1993 (#53)
games running: Strat-o-Matic computer baseball game games available: standbys only

Keywords: warehouse, sports games

Like many Dip editors and players, John drifted away from Diplomacy itself. Some of us wind up in rail games, some real dinosaurs play Titan and Acquire, and the true total-burnouts wind up playing United. John has never been easy to categorize, so of course he did something completely different: he started a fantasy baseball league full of Diplomacy players.

Suicide Squeeze amounts to little more than list of players cut or traded, standings of the league, and stats on how the teams and individuals have performed. It all happens in John's computer, but the managers get as excited as they would about real games. Instead of press, there's a guest column done by one of the players (anonymously) where evaluations of the teams get batted back and forth.

The games themselves require a huge amount of work on John's part and the campaign aspect can be satisfying to play, even for a last-place team (I should know!).....PJG

The Swiss Observer

John Armstrong, 711 West Main St. #U, Louisville KY 40202

price: \$1 frequency: monthly? format: 10 open pages circulation: 16 May 1993 (IV:3)
games running: Global Diplomacy games available: none apparent

After a couple years out of the loop, *The Swiss Observer* is back. A very interesting and original format: the publisher offers comments on running games as if reporting for a... well... a Swiss Observer. Home of a great variant, Global Diplomacy.....JS

John Schultz was kind enough to send me a copy of this, but I didn't have time to send an info sheet to John Armstrong and get it back from him for this issue. From the numbering system John is using, and from comments by Richard Weiss this appears to be a restart of a zine which John used to publish. I believe Jake Bladt also published under this title, up to March 1991; Frank van Dok had taken over at least two of Jake's games via flyer after that zine folded, but this edition of *SO* has only one, brand-new gamestart. So this could be construed as a completely new zine, John reusing Jake's old title, or John restarting his own zine. Who knows? Frank is on the mailing list for this *SO* and so I assume there's *some* continuity.

It's a very nice effort for a zine with only one game running! The style, as John Schultz said, is that of a newspaper reporting on events in Europe. The editor uses sidebars and charts effectively to break up the monotony of a page and to highlight data. I don't know whether John is interested in opening more games and he'll be travelling extensively this summer, so be patient if he doesn't get back to you right away.PJG

The Tactful Assassin

Eric Young, RR #2, 4784 Stepney Road, Armstrong, BC V0E 1B0, CANADA; home phone (604) 546-6943; fax (604) 542-7150

price: \$7.50/year (US or Canadian) sample price: free firstish: 1991
frequency: six-weekly format: 10 open pages circulation: 45 lastish: 19 May 1993 (#28)

games running: Diplomacy, Gunboat
games available: Diplomacy, Gunboat, Asian Dip

Keywords: chat, politics, left-wing, variants, Mensa

This is a hobby. I publish because I like to do it. I won't bust a boiler in order to get an issue out if my life is too hectic. But it makes me feel good to have 4-5 weeks of negotiation and a one-week turnaround. So far, if I'm really late everybody has trusted me.....EY

The Tactful Assassin is a compact little package. The zine is a careful blend of games and chat, presented in an elegantly understated manner. It has slowed down a bit over the past year or so, which is slightly worrying. Eric does a nice job with his games although the placement of the maps (on their sides) takes some getting used to. The most apparent thing is that he is comfortable with what he is doing.BM

Eric fits eight games, with maps, into ten pages and still has room for three or more pages of editorials and letters! This is due in part to having very little press (only two games have more than a paragraph's worth). But Eric's not shy about talking about himself (his autobiography a few issues ago was both revealing and a great piece of writing craft) and his readers are not shy about discussing current affairs of politics and the like.

T *The Tactful Assassin's* schedule has been pretty dependable lately. You'll find some familiar names and a few, like Julien Beasley, that don't turn up elsewhere in Dipdom. It *appears* that games are open to all comers, and not just Mensa Diplomacy SIG members.PJG

Ter-ran

Steve Heinowski, 860 Colorado Avenue #2A, Lorain OH 44052

price: \$5 gamefee includes sub

sample price: SASE

firstish: June 1976

frequency: four-weekly

format: 3-5 open pages

circulation: 25-30

lastish: 3 June 1993 (#205)

games running: Diplomacy games available: Diplomacy

Keywords: warehouse, chat, laid-back

Ter-ran is so laid-back, it's only copied on one side of the paper!

This zine didn't earn a 'speedy' designation because it doesn't have one-day turnaround or three-week deadlines; but it's in the mail four days after the deadline every single issue. You can also set your watch by Steve's humor (if you ever figure out a way to do that...); he offers an assortment of bad jokes, usually at the expense of Mark and Margie Fassio, in every issue.

The games have little press but some of the Biggest Names in the hobby play here, not surprising in a zine that's been around seventeen years. The chat is almost all Steve's comments on his life as a letter carrier in Middle America.....PJG

Upstart

U Garret Schenck, 394 - 5th Street, Brooklyn NY 11215; home phone (718) 832-5390; fax at home # (call ahead);

Internet: gaughrnl@accluster.nyu.edu

price: \$1.50; \$3 overseas

sample price: polite request, or \$1.50

firstish: January 1988

frequency: five-weekly

format: 32-40 digest pages

circulation: 80

lastish: 16 January 1993 (#59)

games running: Diplomacy, Gunboat

games available: Diplomacy, Gunboat

Keywords: chat, politics, left-wing, variants, fannish

Upstart has been, well, disgustingly late! We're talking like three and a half months since the last issue (#59) (whoops, sorry, that should be "lastish," shouldn't it) and still no sign of issue #60. But I'm working on it. Really I am.

Oh, I've got a good set of excuses, the usual stuff. You know, like moving across town, too much work at my "paying job," Civilization, that sort of thing. Luckily my hard drive continues to function, so I suppose things could be worse. And I haven't lost my job or my wife...yet. At any rate, whether this three-month hiatus represents the beginning of the end or merely a modest little mid-life hiccup in what had been a fairly stable and dependable publishing effort remains to be seen. At least I haven't published a "fuck you" final issue... yet.

You who are reading this are risk-takers, otherwise you wouldn't play Dip. I won't kid you, subbing to *Upstart* at this point is taking a risk, more of a risk than subbing to something boringly dependable like *Perelandra* or, god forbid, *Maniac's Paradise*. Zines that suffer through a hiatus come out wounded, sometimes mortally; the once-prompt and dedicated publisher, with a taste of freedom under his or her belt, often only manages to dribble out another two or five issues before chucking it all and running off to Rio with the leftover sub money. Only time can tell if this all-too-common-and-depressing scenario will prove to be the *Upstart's* epitaph. But if your risk pays off you'll be amply rewarded—by receiving the zine that consistently pulls more of them high-powered "10s" in the annual Runestone Poll than any other!

I still have perpetual openings in perennial favorites Diplomacy and Gunboat, and games are free with your subscription. *Upstart* is widely acknowledged to have "the best maps in the business" (in color, no less, for you ultra-mondo-Turbo-Phreaks), and adjudications are as accurate as any you'll find in this hobby. For several years the speed has been only average, and of course one issue in four months is execrable. Still, when I'm cooking on eight cylinders (to mix a metaphor), I generally manage about a 10-day turnaround which, coupled with a 5-week schedule, gives players ample time to negotiate.

So this is your big chance, to help yourself to a great zine, and to help me scrape enough money together for my celebratory "crash and burn" vacation in South America. Why don't you help me out here?GS

Upstart is the baby of the former ZR publisher. It's one of the more expensive zines in the hobby, but you get a lot for your money. Garret does more than dabble in desktop publishing, and it shows in the layout of his zine. *Upstart* includes editorial chat and hobby news, a large and rollicking (at times) lettercol and the best maps in the hobby. Unfortunately, due to various reasons, Garret has taken a Dip vacation for the last several months. The last issue of *Upstart* was sent out in January. I received a letter from Garret saying that the next issue would be out in mid-April, but it is now the end of April and no *Upstart*. Usually *Upstart* is one of the best places to play Dip due to its consistent turnaround and good GMing, but under the current situation I cannot recommend it. If you are still interested, I suggest you write to Garret prior to subbing to find out what Garret's plans for the zine are.MW

Upstart is hands-down my favorite zine. I went into a limited depression recently when I got Garret's letter announcing that real life would delay his efforts by a month or so. The maps are the best in the business, without question; the writing is excellent, the games are well-adjudicated, and the commentary is always fresh and witty. Garret has his detractors (including,

unfortunately, a number of people I consider friends), and if you're offended by his style—Garret is one of the most brutally honest people I've ever known—tough darts. Things that turn people off include: his fascination with the mechanics of publishing and printing, but heck, that's just something that interests the guy; his politics, but those of you who disagree can just turn the page; and his very openness, but if you're not secure enough to deal with that, you should go away. Garret's strengths are his writing, his honesty, his very high production values (something my zine could do with), and his encouragement of the best press in the business. oh, did I forget to mention that *Upstart* is also the best press zine afloat? In any event, you do owe it to yourself to check this zine out, if you haven't.AM

One of two publications which I feel epitomize what a dip rag is s'posed to be about. Unless you got something against a controversial editor with vocal opinions you won't find anything wrong with this publication. Garret just moved and *Upstart* is a little late right now, but that's definitely NOT the norm. Highly recommended.JS

Great place to play, with neat maps, lots of press, good GMing, sharp players. But Garret's domineering discussion habits make the lettercol a tough read at times. Expensive, too, but on the whole a worthy effort.BW

While *Upstart* does draw more 10s than any other zine, it has not finished on top because it also draws more low votes; the clear conclusion is obvious, that this is a zine you either love or hate. That's largely a function of how much you get along with Garret's radical politics and his long-winded, opinionated style.

I admit to a certain envy of *Upstart*. I thought I had great maps—Garret topped me easily. I thought I had a serious, leftish tone—Garret is so far ahead of me in political awareness that I look like a piker. Sometimes when people say *U* is their favorite, I wonder what's wrong with them that they can't see how much better *Perelandra* is! But the fact that pokes out through all of this bias is: *Upstart*, when it appears on time and complete (letters, press, and editorials all in place), is the best zine in hobby.PJG

It's hard to describe for you the features and topics that appear in *U* when in fact, no feature or topic has appeared for five months! In other editors, a layoff of this length would have the Orphan Game director swooping down already to try to get some kind of commitment as to when the next issue will appear. The proviso "when it appears" is appropriate given Garret's warnings. A zine the size of his can accumulate quite a debt (he may not have enough for a trip to Rio de Janeiro, but he probably could reach the Rio Grande). I certainly hope he decides to satisfy our cravings for *Upstart* and not his own cravings for sunshine!PJG

VERTIGO

Brad Wilson, 3306 N. Southport Ave, Apt 1-Rear, Chicago IL 60657

price: 45¢; 90¢ overseas (prefer subs in blocks of 10) sample price: 45¢; 90¢ overseas firstish: August 1982

frequency: bimonthly (games six-weekly) format: 16–32 open pages

circulation: 75 lastish: 2 April 1993 (#112)

games running: Diplomacy, Gunboat, Balkan Wars VI (vt), Everybody Plays Dip, Colonia VI (vt)

games available: Diplomacy, Gunboat, Philadelphia Dip, Balkan Wars VI (vt); needs standbys

Keywords: chat, politics, right-wing, variants, fannish, laid-back

Fun *VERTIGO* facts:

- 1) published in four states over the years (five if you count the state of Intoxication)
- 2) many hobby dinosaurs still graze here
- 3) more fun than *Upstart* (but what isn't?)
- 4) casual gaming at its best
- 5) music, college basketball, hobby news and more!
- 6) endorsed by the East Coast Clique, NYGB, PDO and NCAA.BW

Brad Wilson's zine has a flavor of the city, which seems to be his element. *VERTIGO* is a big (or thick, i.e. many pages) zine. It includes sports talk, namely college basketball, some local football, baseball, etc..., Brad had some computer problems which delayed his games, and is possibly going to be moving to Chicago to find better work. So now he has some good reasons for *VERTIGO* to be late. However, when *VERTIGO* comes out, it will be thick.PK

Justly proud of its "butt-ugly, black-splotch format." Lots of articles and opinions, good stuff if your eyes can stand the strain. A few maps would ease the clutter.SG

Since Brad is moving to Chicago, I can get away with saying that *VERTIGO* should be published in New York. Brad will be incensed (he loves Philly), but *V*'s brash style and disdain for received wisdom is generally associated with the streets of the Big Apple—you could imagine *V* as a member of a Puerto Rican street gang.

As a newspaper reporter, Brad looks for the side of the underdog or the common man in every fight; as a sports reporter, he goes on at length about athletics. He's not picky, he has his favorites but will evaluate everybody from champion to basement-dweller. Brad's second love is music, primarily classical but also blues, rock and rap.

V is typed, with a strike-over method of correction and manual underlining. This, too, is part of its personality, the same way eye black is part of the look for many ball players; but be forewarned that in every issue there will be at least one sentence whose meaning is lost because of a typo or because a section is missing due to misstrike or poor copying. Brad has a right-libertarian attitude in the letter column, which seems to be common in the East Coast Clique, but he respects any con-

U

V

V
tributor who doesn't get personally insulting—in fact, write him about your local symphony and he's likely to get all mushy and friendly. It remains to be seen whether Brad's style and attitude will be welcome now that he's moving into the territory of the MadLads and Midwest Mob.PJG

The Village Atheist

Tony Dousette, 530A Bruton Bends, Richardson TX 75081

firstish: 1993?

format: 10 open pages

Keywords: chat, politics

Many years ago, Mark Berch wrote that my writing reminded him of "a young François Cuerrier" and I took it as a great compliment. Now that I'm writing like an old François Cuerrier, and François isn't writing much at all, the writer who reminds me of a young Mark Lew is Tony Dousette.

The Village Atheist is shaped like Benzene: two columns, small print, non-stop commentary. Bias is definitely right-wing, but in an unpredictable way.MDL

If this zine is nearly as good as Mark makes it out to be, I want to subscribe in a cold minute. But a warning to readers: Tony did not respond to my request for information on *The Continuing Crisis* (continued). While it's safe to assume that zine is dead, it's not nearly as safe to assume that this zine, *TVA*, is up and running at the address I've given above.PJG

War Fair

Stephen Glasgow, 32009 Pendley, Willowick OH 44095

price: \$6/year

sample price: free

firstish: November 1989

frequency: five-weekly

format: 24 open pages

circulation: 35

lastish: May 1993 (#34)

games running: Diplomacy, Small World (vt), Woolworth (vt), Anarchy V (vt), Winter 1898 (vt), Bourse

games available: Diplomacy, Landbridge III (vt), Balkan Wars VI (vt), puzzles

Keywords: chat, politics, variants, Mensa, puzzles

I'm proud of my maps and hope the use of maps will spread. I enjoy publishing, but I've reached my size limit of 7-8 games. I'd like to have another dozen subscribers to increase the diversity of players in each game. Satisfaction guaranteed!SG

A very good newer zine which looks very nice, has very accurate GMing, and an average, though reliable, turnaround time. The maps provided are first-rate and, since Stephen runs mostly variants, are a big help in playing the games. If *Crimson Sky* is my favorite Dip zine, I'd have to say that *War Fair* is my favorite variant zine. The recently-added "Puzzle Page" is an especial attraction.ScC

This is a neatly-organized, interesting zine. Stephen's game report layout is clear and easy to read, devoting a full page to moves and another full page to map for each game. His five-weekly schedule is consistent. Stephen's editorial and letter columns are neatly merged into one, as Stephen quotes from letters responding to his previous writing to make a seamless new article.

A real change of pace is provided by Keith Sesler's subzine, *I Still Live!* (latest word is that Keith wants to go independent with *ISL* as a separate zine). Keith's writing will be applauded by U. of Michigan fans, Republicans, and (unfortunately) homophobes, but his humor compliments Stephen's. Overall the zine has a gripe-about-the-government tone in the issues I've seen, but in a wry way you don't get tired of.PJG

Well, Martha, It Kinda' Sorta' Looks Like a Dip Rag, Don't It?

John Schultz, Box 41-19390, F-W43, Michigan City IN 4636

price: free to players and contributors

sample price: free

firstish: March 1991

frequency: approx. six-weekly

format: 12 open pages, reduced

circulation: 52

lastish: March 1993 (#19)

games running: Diplomacy, Gunboat, Snowball Fighting

games available: none

Keywords: chat, multi-games, politics, laid-back

I'll leave it to the reviewers to do the critiques. I'll just say that I'm not interested in new readers at present due to the difficulties in getting *Martha* out right now. I HAVE accepted a couple new trades of late, since I made that decision, and I will continue to do so (the trade thing, that is). I'm happy with *Martha* regardless and despite the difficulties I'll keep plugging it out as best I can. 'Vince Glorto,' *Martha*'s benefactor, is due unending gratitude on my part. SALUTE!JS

Martha is probably one of the most comfortable places in the hobby to play Dip. John and his trusty side-kick, "Vince Glorto," have managed to put *Martha* out even though the prison where John is a resident has been undergoing a lockdown for some time now. The zine usually contains some editorial chat from John, a lettercol and the games. The chat and the lettercol have taken on an Aboriginal American flavor as John, who is part Aboriginal, and his readers have begun to explore the world as seen by the first Americans. John has stated that he isn't looking for new subbers while the current lockdown continues, but if you are interested it wouldn't hurt to drop him a line. Put a unique stamp on the envelope, so John can add it to his

collection.....MW

Putting this zine out from an extremely difficult personal situation, John Schultz is an inspiration to us all. I sometimes wonder if we're really doing him a favor by giving him all this work to do, but he seems to love it, and takes great pains to do his best for his players, so more power to him!.....StC

Martha is a wonderful home-grown zine. John is a practical man and a wonderful writer. The zine is a massive effort considering John's circumstances. The adjudications are crisp and clear, the maps ain't pretty but they do the job, and it's just a please to know John. Send him some stamps. Now.....AM

I believe Mark may have misunderstood, but I'm not sure—I asked people to send John U.S. stamps so he could mail out *Martha*! If he *collects* stamps, it's news to me.

Most people don't realize how important pen-pal or postal hobbies are in prison. But because of their importance, and the help they provide to people being kept in cages, a dilemma arises—should we on the outside be kind to and support those who are incarcerated because of criminal convictions? For years now, with a variety of inmates beginning with Dan Wilson, I've answered that “Yes,” and John Schultz is the stellar example of why nobody should automatically disregard convicts and inmates.

He has earned his circumstances; if at times prison officials are unfair or unreasonable, that doesn't change the fact that John's deprivations were mostly brought upon himself. But John is a peaceful, thoughtful, opinionated person. He cares about those he comes in contact with, even if only by mail, and does not have a ‘false front’ of any kind. His zine reflects all of these facets, in letters and in features.

The print is small, as it is typed and then photoreduced to make maximum use of the open page. On a lighter note, he runs Snowball Fighting, which is the best non-serious postal game ever invented, so you have every reason to subscribe....PJG

Wild Gypsy Rose

Mark Luedl, 503 West Jefferson #2, Ann Arbor MI 48103

price: free to players and standbys

firstish: January 1992 as a subzine, July 1992 as a zine

frequency: erratic at best format: 10 open pages, mutating to digest

circulation: 25 lastish: 31 December 92 (#15)

games running: 1830, 1835 games available: none

Keywords: warehouse, rail games, laid-back, wing-less

Many years ago, Ludes produced a zine called *Thirty Miles of Bad Road*, which was a landmark of offbeat art and goofy humor in a Dipzine. Well, he never completely lost touch with the hobby, playing rail games, eventually GMing some games in Mark Frueh's *Frueh's Folly*, and as late as last winter had converted that subzine into this zine (though I only saw two issues as samples—no promises are made as to whether he's still at it).

The zine doesn't have nearly as much wacky personality as Mark's earlier efforts, but in the short space left over from the games he does make casual comments about himself, politics, bridge (Frueh got him hooked on that too!) and the like. The politics comes without preference for right or left, hence the ‘wing-less’ appellation.....PJG

World Diplomacy

Larry Peery, Box 620399, San Diego CA 92162-0399

price: \$5 per mailing firstish: Spring 1991

frequency: occasionally format: various circulation: 50–100 lastish: Spring 1993 (#9)

games running: none games available: none

Keywords: chat, fannish, service zine, international, laid-back

Aspires to be the “zine of record” for the international Dip hobby; *WD* is Peeriblah with a foreign flavor. Currently reaches 16 countries; 2/3 of readers are overseas trades.....LP

What's the purpose of this? Is it sort of like the “Calling Occupants of Interplanetary Craft” beacon to contact aliens? .RC

This has to be one of the strangest zines ever if you've never encountered Larry Peery before. I won't try to explain Larry here, but his zine is a compilation of his own writings—on Dip, on music, on political history, and especially on the international Diplomacy community—and copies of any and all flyers, announcements, convention reports, and newspaper clippings he deems relevant to Diplomacy. (Larry's definition of relevant is much more encompassing than anyone else's.)

The main function of *WD* is to inform readers of what's happening, Dipwise, in other countries. It carries along the other things Larry is involved in, such as establishing an international postal Dip team tournament, and setting up a useful Hobby Archive from the huge mess of zines that Larry has in his garage. Unpredictable and thought-provoking.....PJG

Your Zine of Zines

Jack McHugh, 280 Sanford Road, Upper Darby PA 19082-4708; home phone (215) 352-7479, work (215) 832-3612;

CIS: 76646,334; (published by Doug Kent, 54 West Cherry #211, Rahway NJ 07065-3240)

price: 50¢ (send subscriptions to the publisher)

sample price: free

firstish: July 1991

frequency: 6-10 weekly format: 6 open pages circulation: 45 lastish: 13 March 1993 (#11)
 games running: none games available: none
 Keywords: fannish, service zine

Basically this is a review zine that comes out every eight weeks (or thereabouts). Guest reviews are welcomed.....JM
 Intended to review a publication or two every issue and does a pretty good job of it. Also includes a letter col of sorts...JS
 The standard procedure in YZoz is for Jack and Doug to select two zines and each write their impressions of what's good and bad about them. Kind of a Siskel and Ebert system. Trouble is, the past couple of issues, besides slow (two issues since last July) have been preoccupied with the Garret Schenck/Mark Nelson/whomever Feud. Oh, they've provided reviews—*C'est Magnifique* and *War Fair* in issue #11—but the review were half the usual length. The letter column comments are usually people responding to Jack and Doug's reviews—often the editors of the reviewed zines themselves—so after reviewing ZR 20 they were in a way correct to discuss that review in the letter section. But to go on at such length, and with much of the material duplicated from the other zines Doug publishes, hurt the main purpose of YZoz.

When it pops up again and sticks to its plan, this is a useful tool—it's Jack-and-Doug verbiage but focussed and concentrated on one goal. If I could get them to contribute the kind of work they do in YZoz to ZR they'd increase the value of this publication quite a bit.....PJG

Zero Sum

Richard Weiss, 554 Liberty Street, San Francisco CA 94114-0001; home phone (415) 641-9779
 price: \$1 firstish: April 1992
 frequency: four-weekly format: 32 open pages lastish: 18 May 1993 (#14)
 games running: Diplomacy, Gunboat, Chaos Democratic Dip, Fog of War Dip, 7x7 Gunboat Tournament
 games available: Diplomacy, Gunboat, Perestroika (vt), 7x7 Diplomacy Tournament, Postal Yahtzee
 Keywords: chat, variants, speedy

Fat! Fun! Flaky! Lots and lots and lots of games, plus a perky little letter col on occasion, contests galore and a little for-everybody-get-to-know-each-other game called Two Truths and a Lie. Check it out.....JS

This is a fairly new, big, sort of warehousey zine. Richard runs lots of games quickly and accurately, though his house rules are a bit unusual (draws include all powers, even those that have been eliminated). Definitely worth a look.ML

GMinig is fine, it's ugly, it's fun. If you accept Richard's premise (all games end as wins, or as seven-way draws), playing here is recommended. Good chat too; worth a serious look. Another potential standout of the 90s.....BW

Another zine that has come a long way in its first nine issues. Up to forty pages, it's predominantly games; the first few issues were 50% games 50% chat, but with new gamestarts (including a 7x7 tournament) and more orphan games added it's now about ¾ games. (No complaint—my own zine is similar in this regard.) What I hope is that as some of the orphan games finish up, the new room is taken up by Richard's own musings and letters from readers, letters having gotten scarce the past three or four issues.

There's still plenty of reader participation, though, as Richard offers a huge array of contests including a Bluff-My-Call type of guessing game. Join up now and see if you can beat me and Richard's daughter, Hannah, at Yahtzee.....PJG

I have no intention of trying to cover the "Wide World of Diplomacy" exhaustively! There are guides already published for the British and German hobbies, and there are key zines to receive for an introduction to other groups. What I *will* do is try to highlight those English-language zines which are most involved in international correspondence, and then provide a contact point for hobbyists who want to delve further into foreign-language hobbies.

International zines can provide new cross-cultural information, as people from different countries exchange views on common issues and news on uncommon ones. But this is still a postal games hobby, and contrary to myth it is possible to play games across oceans! For games with limited or no negotiation, such as rail games, Sopwith, Snowball Fighting, and trivia leagues, even three- and four-week deadlines should not be unsurmountable.

Subscribers should be careful to note that most British and German zines list their cost as some amount "plus postage." I have tried to calculate the cost of a typical issue for North Americans, but you shouldn't try to figure amounts to the penny. It's also common overseas (and becoming more common in North America) to track subscriptions by money left in an account balance, rather than by number of issues. A flat amount sent to the International Subscription Exchange will be transferred so as to get the most benefit possible; our accounting is careful and responsible and saves you money.

Most North American Dipsters who subscribe (not trade) to foreign zines will only get two or three. Usually there's a specific interest involved—rail games, or political discussion, or a favorite variant. By providing a large number of reviews I'm trying to give everybody at least one reason to go international; I don't expect *anyone* to read as many foreign zines as I, or Larry Peery, or David Hood do.

Formats: Typical formats are A4 and A5. Essentially, A4 is the equivalent of North America's "open page": 8½x11¼" paper, just a little bit larger than our letter size. There are some A4 books, which are 16½x11¼" sheets folded in half. A5 zines use A4 paper, copied four pages to a sheet and folded over in the manner of our digest zines; the end result is a 5½x8¼" side-stapled booklet. I will try to list A4 as "A4 open page" and A5 as "A5 digest" to keep them straight.

CONTACT POINTS

French: The French *national* hobby is highly organized, and there is very little French-language hobby outside of France. The one French zine in North America, *Diplodocus*, has not been seen in some time, but there are French zines and players in Belgium, including *Dipsomania/Dipsomanie*, for which two editions are published, one in English and one in French. The key French editor, Xavier Blanchot (*Trahison*), did not respond to my letter so consequently I don't know how much international interest exists. Xavier conducts the European Zine Poll, the direct complement to the (North American) Runestone and (U.K.) Zine Polls.

Xavier Blanchot, 99 blvd. Raspall, F-75006 Paris, France.

German: The German-language hobby includes players and zines from Germany, Austria, Switzerland, Luxembourg, and the Low Countries. Two zines in the "German" hobby are nonetheless in English: *Europa 2000*, whose editor is studying in Britain, and *Diplomat*, which has the highest overseas participation in the German hobby. Still, of the 58 zines listed in Lukas Kautzsch's *PBM '93*, only five are outside Germany (two each in Austria and Switzerland, one in Holland). Although there are several small zines, the average zine in the German hobby is huge by North American standards, running 40 to 80 pages, and *Spielwiese* runs both circulation and page count over 100. Almost all are A5 digest.

Most German zines are devoted primarily to United (see index). Other sport-simulation games such as American football, and card games such as *Adel Verpflichtet*, get wide play, with rail games and specialties such as *Wooden Ships* and *Iron Men* occasionally popping up. Traditional multi-player Diplomatic games are a minority, as the German hobby prefers non-negotiation games, games that would be called 'skittles' or 'beer and pretzel' games in the U.S. If you speak German, you'll find a wider variety of games in the German hobby than anywhere else on the planet.

Still, half of all German zines run Diplomacy, and there are nearly a dozen Dip variants appearing in at least one zine. (Capitalist Dip, which is more of a Bourse or Stock Market game than Diplomacy, is the most popular variant.) For Dip, check out *Diplomat* (see zine listings below), or *LuDiKus* (Johannes Schwagereit, Arn Kiefernham 10, D-4030 Ratingen 5, Germany).

The Austrian zine *Win* acts as a sort of flagship for the Austrian hobby (and its circulation of over 300 possibly accounts for why there aren't more Austrian zines!). It is published by Ferdinand de Cassan, Raasdorferstraße 28-30, A-2285 Leopoldsdorf, Austria.

PBM '93 is the annual review of the German hobby, in German. The 1993 issue runs 110 pages, consisting of an introduction to the postal hobby; a glossary of pbm terms; a short summary of foreign pbm sources; a hobby-services page; a short description of each and every game played postally, with details such as number of players, time required, and zines that game appears in; and then a zine listing (with advertising space in the back, ads being placed by 34 of the 58 zines!). While this may sound like *Zine Register*, it is a different beast. There is no attempt to review each zine, grading its quality; zine entries consist of bibliographic data, a list of games played, and very short description, not even in complete sentences.

More similar to *Zine Register* is *Interzine*. This monthly A5 digest presents a *Foolhardy*-style editors' letter column (without the hot topics and feuds) and a bulletin board where editors can post notices of new games, cons, hobby meets, and even personal messages ("Hey, Fred, do you have any United standbys you can loan me?"). The bulk of *Interzine* is a 'zines seen' column, pointing out the high and low points of each issue of each zine Lukas has received that month.

PBM 1993: price listed is 5 DM including postage but I suspect it'll run higher for overseas mailing (especially since the German postal rates just shot up!). **Interzine:** costs between 3 and 5 DM plus postage per issue, depending on page count. Best advice is to buy *PBM '93* and a single copy of *Interzine* and go from there. Both are published by Lukas Kautzsch, Seiterichstraße 5, D-7500 Karlsruhe 1, Germany.

Latin American: Luiz Cláudio S. Duarte has mentioned that he might start a zine (he is currently publishing a subzine in *Rambling WAY*). Since his subzine is hit-and-miss he might not get around to regular publishing, but he at least provides a contact for potential gamers in South America. Write SHIS-Q1 19-Conjunto, 7-Casa 35, 71655-070, Brasília DF, Brazil. (Larry Peery also has game contacts in Latin America, see *World Diplomacy* in the North American listings.)

Scandinavian: The fastest-growing hobby, although it still ranks fourth in size behind the English, French and German sections. As in France and Germany, there is an acknowledged captain here: Per Westling. Per started the first Swedish zine, *Lepanto 4-Ever* (see below, it's published in English), in August 1989, and already there are 15 zines in Scandinavia. Because of high Norwegian postal rates, there's only one zine there; the rest—so far—are in Sweden and in Swedish. There is a large circuit of face-to-face tournaments in Sweden and Denmark, and much of the postal scene is concerned with publicity and post-mortems on these; There are enough tournaments and ftf players that the Swedes have a national championship point-system. In these regards the Scandinavian hobby resembles the Australian one. There are glimmers of gaming appearing from Finland as well.

• Per Westling: Mårdtorpsgatan 15, S-58248 Linköping, Sweden. e-mail at Internet: c85per@und.ida.liu.se.

Italian: The Italian hobby, like the French and Austrian, appears to be pretty tightly confined to its national borders, and highly organized compared to North America. Other than the titles and addresses of several Diplomacy zines—*L'Araldo Diplomatico*, *Campo di Marte*, *Compendio ars Diplomatica*, and *Mondo Diplomatico*—and one 1830 zine—*Cavalli di ferro & facce di bronzo*—I am unfamiliar with the goings-on in Italy.

• Luca Barontini (Italian Diplomacy Association, publishing *Notiziario A.I.D.*), Via Marradi 103, I-57125 Livorno, Italy; fax (39-586) 850162.

ENGLISH-LANGUAGE HOBBY

At long last, right? Of course, most of this section will be occupied by zines and players from the United Kingdom. Australia has only four zines, and is primarily a face-to-face hobby with some postal contact (although they have subscribers scattered around Oceania and East Asia); New Zealand is down to one zine; South Africa is 'up' to one zine; and Ireland's hobby really moved to Britain some time ago when William Whyte began studies at Oxford. The English-language zines on the Continent—*Diplomat* and *Dipsomania*—are so few as to be mere tentacles from their foreign-language groups into the English hobby (although Jef Bryant with *Dipsomania* has been reminding people to give him a fair shake, he is British after all).

There is a U.K. zine register: *Mission From God*, which is published quarterly. But I feel it is useful to address the British hobby from a North American perspective. Not only is pricing different, attitude changes—some zines which are big hits in Britain have no interest in overseas subscribers, and vice versa. International readers need healthy letter columns, since that's where they most often participate; when they play game, they need longer deadlines than most Britons seek, especially since mail delivery on the British side is often next day but mail between continents takes a week (and that only in major American urban areas).

So there's my justification for going over, lightly, what is already covered in depth elsewhere. The British Dipsters who in the past have submitted reviews for *ZR* didn't do so this issue, and I fault my own publicity efforts for that. Be assured I'll push harder for wider participation this fall.

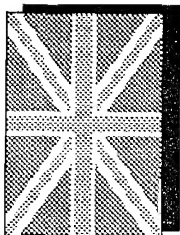
Results of the 1992 Zine Poll (conducted over Dec 92/Jan 1993)—number in parens are last year's placings: 1. *Dolchstoß* (1); 2. *Y Ddraig Goch* (2); 3. *Now Eat The Rabbit*, a.k.a. *NERTZ* (14); 4. *Spring Offensive* (new this year); 5. *Take That You Fiend* (12); 6. *C'est Magnifique* (8); 7. *Age of Reason* (almost last); 8. *Bloodstock* (11); 9. *A Little Original Sin* (16); 10. *Electric Monk* (3). I don't have a copy of last year's poll results right to hand, so I could be off on some of last year's places. Nonetheless, *NERTZ* and *Age of Reason* definitely showed the most gain this year! Of this top 10 I currently receive *Dolchstoß*, *Y Ddraig Goch*, *Spring Offensive*, and *C'est Magnifique*.

• Zine Poll, International Subscription Exchange, and *Zine Register* U.K. contact: Iain Bowen, 5 Wigginton Terrace, York, N. Yorkshire YO3 7JD, U.K.

• *Mission from God*: Madi Smith/Andy Key, 144 Perrinsfield, Venymore, Lechlade, Gloucestershire, FL7 3SE, U.K.

• *The Fat Lady Sings*: Mark Nelson, 21 Cecil Mount, Armley, Leeds LS12 2AP, U.K. Complete cross-reference to the British hobby—who's playing in which games in what zines, plus stats on zines and game starts over the last decade.

• *The Numbers Game*: Richard Sharp and Steve Doubleday, Norton House, Whielden Street, Amersham, Bucks., HP7 0HU, U.K. Statistics on gamestarts and opening moves used in the U.K. hobby.



L'Araldo Diplomatico (The Diplomatic Herald)

Marcello Mondini, Corso Lodi, 59, I-20139 Milano, ITALY; home phone (39-2) 574-00899; fax (39-2) 290-23351

price: \$2.00

firstish: September 1991

frequency: five-weekly

format: 24-36 A5 digest pages

circulation: 60

lastish: #15

games running: Diplomacy, Gunboat, Kremlin, Business Strategy, Machiavelli, Weimar

games available: Diplomacy, Gunboat, Dark Dip, Kremlin, Business Strategy, Machiavelli, Weimar, 1830, Fief 2

Keywords: multi-games, variants, rail games; Italian-language

¾ of *ARD* is dedicated to gaming. Gunboat Diplomacy ("Militare" in Italian), introduced in Italy by *ARD*, is the most successful. Business Strategy is going very well and soon the first games of 1830 and Fief 2 will start. The variety of choices means *ARD* has been starting nearly one game every issue (even more the last few issues). The remaining pages of the zine are dedicated to comments, new variants, rules, conventions, chat, jokes and everything which lies in the crazy mind of the editor. For non-Italian-speaking players, the editor can translate their messages into Italian and the other players' into English, French or Spanish. Orders by fax are welcome.....MM

Beautiful Losers

Clive Lane, 53 Pritchard Street, Annandale, NSW 2038, AUSTRALIA

price: \$2.50 Aus

frequency: six-weekly

format: A4 digest

I haven't been receiving *BL* for the past few months but I can't imagine it changing much. It has always been a chatty, loudmouthed, abusive rag, and it's a lot of fun because of that. Read all about the Aussie dip tournaments and see every personality flaw of Australian Dipsters magnified in print!.....PJG

C'est Magnifique

Peter Sullivan, 55 Brunton Street, DARLINGTON, County Durham DL1 4EN, ENGLAND

price: 50p, or £5/11 issues

firstish: March 1985

frequency: three-weekly

format: 16 A4 open pages

circulation: 86

lastish: 24 May 1993 (#128)

games running: Diplomacy, Railway Rivals, Monopoly, Downfall VII

games available: Diplomacy, Downfall VII and XIII (standbys needed), Railway Rivals (U.K. and Int'l), Monopoly

Keywords: chat, politics, speedy, multi-games, international, rail games, fannish

C'est Magnifique is a very nice zine. It comes out every three weeks, but the international games are run to a 6-week deadline. The contents include a short bit of editorial chat from the publisher as well as a guest column from Iain Bowen. There is also a small lettercol and a hobby news section. The focus of this zine is on the games. If you are interested in subscribing to a UK zine, the price charged for *C'est Magnifique* and the selection of international games makes this zine quite attractive.....MW

Easily one of the best zines you will find in the British hobby. Pete puts the thing out like clockwork every three weeks and the six-week deadline for international games makes *C'Mag* an easy place for Americans to play. What, you're still reading this review??? Go, send out for that sample!!! Do it now!!!.....SN

The Cee-Mage turns out the best zine in Britain for North American readers. He keeps you up to date on the U.K. hobby, with his trademarked (or at least, he wishes now that he had trademarked them!) capsule reviews of every zine he receives. Peter also runs international openings of the most popular games to six-week deadlines, but because he publishes every three weeks, you never lose track of what's up in the zine or in your game. Although his own commentary and that of guest writer Iain Bowen are often about British politics, he doesn't discriminate—hobby news and humor is as often about David Hood as it is about Danny Collman.

The return to mimeo gives this zine an old-fashioned, homecrafted feel the rest of us don't get with our laser printers, but the masters are produced on a computer so that Peter can keep up with the charts and fonts that have become commonplace in the amateur press. It's cheap—send some money through the ISE! One of the few remaining places where US and Canadian Dipsters can play Downfall.....PJG

Damn the Consequences

Brendan Whyte, 96 Waiatarua Road, Remuera, Auckland 5, NEW ZEALAND; home phone (64-9) 5244307

price: plus postage in all case: \$1 NZ in NZ and Aus.; \$1.50 NZ in North America; \$1.80 in Europe

sample price: free

firstish: April 1987 (with two six-month breaks)

frequency: monthly to six-weekly

format: 20 A5 digest pages

circulation: 30

lastish: April 1993 (#45)

games running: Diplomacy, Sopwith, Crusades, Gunboat, Machiavelli, Nonpartisan Dip, Perestroika (vt), Railway Rivals

games available: Diplomacy, Mercator (vt), Machiavelli, Sopwith, Railway Rivals, Nonpartisan Dip, Winter 1896 (vt)

Keywords: chat, international, multi-games, rail games, politics, left-wing, fannish, variants >>>>>>>

A

B

C

D



DiC is NZ's first zine, and has watched the demise of *View From Another Shore* and of *Bad Bloody Luck*. It is trying to steer a course of companionship, left-wing editorializing, and Dip games through the sea of Kiwi apathy. 6 years on, two folds and going strong! International subs and trades are always welcome, especially the former. Join the trend, get the news from the world's most southerly zine (36° 53' X) in your letterbox today!BWhyte

This New Zealand zine is one of the most eclectic that I've ever seen. It offers a wide variety of games, ranging from many different Dip variants and Machiavelli to Samurai, Crusades, and Sopwith. Rail games are not left out, either. Two Railway Rivals games are going on, including an intriguing Middle Earth variation. It's reasonably regular, with generous deadlines. The look is somewhat sloppy, mainly due to the fact that it appears to be typewritten, and the maps are hand drawn, but at least Brendan has maps. Also, there is always something interesting and usually amusing to read. This one is recommended.....CH

Although *Damn the Consequences* is games-heavy, there are regular pieces on Brendan's travels and local news. The cover is always satiric artwork, there's regular ripping-off of a great comic called Space Trader Vic, and there are those infamous handdrawn maps. Although the readership is mostly EnZedd, the Americans and expat New Zealanders seem to take a more active part; there's often a letter from somewhere in the U.S. or Singapore. This is probably more like a traditional U.S. or British Dipzine than anything else Down Under.....PJG

Diplomat

Thomas Franke, Haarenufer 12, D-2900 Oldenburg, GERMANY; home phone (49-441) 75192

price: DM 3 in Europe, DM 6 elsewhere

sample price: same

firstish: January 1990

frequency: six- to seven-weekly format: 28 A5 digest pages

circulation: 80 lastish: April 1993 (#21)

games running: Diplomacy, Woolworth Dip, Diadokhoi (vt), Barbarian Kingdom & Empire, Capitalist Dip

games avail.: Diplomacy, Woolworth Dip, Diadokhoi (vt), Barbarian Kingdom & Empire, Capitalist Dip, Downfall (vt)

Keywords: international, variants, multi-games, chat, politics

Diplomat always contains an editorial, an article about Diplomacy Strategy, one or more articles about politics, a letter column, cartoons—all in English. Maps are provided for the games. *D* has subscribers from Germany, the U.K., Sweden, Belgium, Holland, France, Norway, Italy, Austria, Switzerland, the U.S., Canada, Japan, China, Australia, New Zealand. Most of the players are veterans and so the NMR rate is very low. New players from all over the world are always welcome!TF

Lots of games, nicely presented, with editorial comments on what's happening in Europe, input from a diverse collection of international readers, and variants makes this an enjoyable read.....LP

For years, *Diplomat* has been an English-language oasis amidst the German hobby. Just as *Damn the Consequences* is like a typical North American zine, so is *Diplomat*, with more chat than any of the German-language zines except the metazines put out by Lukas Kautzsch, and more than the one other English-German zine, *Europa 2000*.

Thomas has a regular format and feel, but I sometimes feel he doesn't publish often enough. Of course, a long deadline is needed to run international games, but there's a loss of continuity in the lettercol when you wait almost eight weeks sometimes for a response.

However, his following is loyal and legion. He brings together Germans (and Americans) living in the U.S., Britons living in Germany (and in the U.K.), Swedes, expatriate Germans and many more. In spite of the expense (going up further due to the new German postal rates), many of these subscribers have been with him since the start more than three years ago.

There are clear, computerized maps for every game, an occasional feature article, and several bilingual comic strips for filler. A good one to check out if you have an interest in unusual variants or German society.PJG

Dipsomania / Dipsomanie

Jef Bryant, 121, rue Jean Pauly, B-4430 Ans, BELGIUM; and Patrick Lafontaine, 39, Chaussee de Ramet, B-4400 Flemalle, BELGIUM

price: 65 Belgian francs

frequency: quarterly? format: 48+ A5 digest pages

Keywords: international, variants

The big news is that Jef has finally turned over editorial responsibilities for the zine to Patrick, although the change seems to be more cosmetic and stylistic than substantive. It's usually a fat, digest-sized pub filled with pages and pages of Dip variants and other games, all in a very 'professional looking' amateurish pub.....LP

Dipsomania is unique in that it is published in two editions, one entirely in English and one (*Dipsomanie*) in French. Jef is British, and has a crew of co-editors and local players who hang out in the zine; this reduces the translation and publishing load and provides a balance of input to the content. *D* typically publishes the complete rules to a Dip variant in each issue, and has run several variants and a Bourse (with games named after alcoholic beverages!). However, it has never been a fast publication; since November 1991, only six issues have come out. Fine for variant fans and Francophones, but not for North Americans to play in if negotiations are required.....PJG

Dolchstoß

Richard Sharp, Norton House, 46 Whielden Street, AMERSHAM, Bucks. HP7 0HU, ENGLAND

firstish: 1973?

games running: Diplomacy

games available: Diplomacy

Keywords: right-wing, international, speedy, chat

This really is the Grand Old Zine of the British hobby (there is another with the title of Grand Old Man, but he's reduced to publishing a subzine these days). *Dolchstoß* was a star of the mid-70s, and now has won the U.K. Zine Poll three years in a row now, after a long period when it plugged along out of the limelight. Through it all Richard has held to that which is important to him: Bridge, Diplomacy, politics, the Trivia League at the local pub, and travels and food in France.

Well-known as a reactionary and monarchist, Richard's lettercol comments tend to be short and sharp. His correspondents range all over the political map, though, so fear not to enter!PJG

Flying For a Quail

Ryk Downes, "Sharic," 63 Hirst Wood Rd, Saltaire, Shipley, W Yorks BD18 4BU, U.K.

price: £1.25 + postage games running: none games available: none

Keywords: service zine, United

FFAQ is a discussion zine and zine register for the postal football hobby. Issue number 6, which came out in February 1993, ran to 80 pages. The zine includes reports on FTF United tournaments run at game conventions in England, a letter column with the theme being discussion of United in general, a United rules forum, a zine register-type listing for the United zines that Ryk knows of that are published in English and a zine register-type listing for other zines that Ryk sees. This zine is highly recommended for those interested in expanding their knowledge of the United hobby. *FFAQ* would also be of interest to anyone wanting to see a snapshot of zines available in the British hobby.MW

Froggy? It'll Be Out Next Week

Andy Bate, 4, Channel Road, Clevedon, Bristol BS21 7DR, U.K.; home phone (44-275) 871881

price: 90p in North America (special offer: through the end of 1993, first-time North American subscribers who send at least US\$6.75 or Cdn\$9 through the International Subscription Exchange will get their first issue free)

sample price: same firstish: August 1992 restart

frequency: bimonthly (Andy: "Take a speed line, with lightning at one end and snail at the other. Stick a pin in it. This will give you the turnaround time for next issue, though don't forget that It'll Be Out Next Week. Err, that makes 3-6 weekly.")

format: 20-36 A4 open mimeo pages circulation: 140 or so lastish: April 1993 (#48)

games running: quizzes, Diplomacy, Capitalist Dip, Chaos II (vt), Deluge (vt), Future Tense Dip, GITDip, Gunboat, Vain Rats II (vt), Vain Star (vt), Golden Strider, Sopwith, Railway Rivals, Snakes & Ladders, Fictionary Dictionary, Mr. President, Grand National, Tour de Scorpio, United Conference

games available: What's Up Doc? (vt), Minimalist Dip, Fog of War Dip, Berserker Dip, Railway Rivals, Mr. President, Grand National, United Conference, Koalition, Great Lawnmower Race, Confrontation Bowling, City & Suburban, The Dirty Dozen, Eleusis, Entropy, Greyhound Racing

Keywords: chat, multi-games, international, fannish, variants, rail games, laid-back

The zine originally started in November 1985 (when it was simply called *Froggy*) with lofty aims which it never really achieved. In November 1990 it ground to a halt. Nearly two years later it restarted almost as if nothing had happened. And it's about as reliable as it was before. Should you wish to play any games then you'll have plenty of opportunity to do so (and I can recommend an excellent psychiatrist). The games available will tend to be Diplomacy variants and Railway Rivals, plus assorted beer and pretzels games (whose adjudications are the only ones to appear in the zine). If you want to play Diplomacy then you'll have to ask for a list to be opened. There are occasional quizzes and prediction contests for readers to enter. *Froggy?* is mainly about chat, on the Hobby (including a large 'review' column), Dip variants, sports (especially American Football), games, ...hell, anything really. Pete Birks recently commented "A [large] circulation, many of whom seem to be the communicative type, means that when *Froggy?* appears it is a fascinating read." I know of no higher praise. Mind you, he also said "I must write him a letter..." and I'm still waiting.AB

Andy Bate has the same reputation in the British hobby that Bob Acheson has in the North American hobby: he is legendary for his slowness. He once went two years without publishing an issue, all along saying "Froggy? It'll be out next week." Finally he decided to change the name of the zine to reflect his propensity for delay. I think *Froggy?*... is typical of many British zines—a high chat content on various topics including sport and recipes, and games, often in that order of importance. The Brits also run one or two openings each of a large variety of games. I quite like *Froggy? It'll Be Out Next Week*. I also know enough not to set my calendar by Andy's production schedule.BM

"Restarted almost as if nothing had happened"? I'll say—Andy's sudden reappearance, after two years of jokes at his expense, was treated at first as a fake, and I'm sure several people were quite surprised to find themselves facing a normal-length deadline for games which hadn't produced a report in so long!

Froggy? doesn't really run to deadlines like Bob Acheson's—more like Bruce McIntyre's, especially considering that the zine is virtually 100% chat. That's right—the games that require negotiation are on flyers included for players only. The only games in the zine proper are things like *United*, *Golden Strider*, and *Fictionary Dictionary* (where I blew away the field on the first two turns)—games which are really vehicles for drawing reading participation. Randy Cox calls the 'anybody-plays' games "perennials," but that's not really what these are, since they all have definite starts, and finishes, and fixed player lists. Loads of hobby news and so many letters that Andy has broken them up into several separate letter columns by topic! He's eager to get overseas readers, so take advantage of his ISE special.PJG

Interzine

Lukas Kautzsch, Seiterichstraße 5, D-7500 Karlsruhe 1, GERMANY; home phone (49-721) 612976
 price: variable, average \$3 sample price: \$3 firstish: February 1989
 frequency: monthly format: 50+ A5 digest pages circulation: 200 lastish: April 1993 (#50)
 games running: none games available: none
 Keywords: service zine, chat, international; German-language

Fifty-six pages devoted to the usual assortment of games, with some Diplomacy, news, reviews, and whatnot. It's mostly German, but you'll find a bit of the Anglophone hobby here and there. My experience has been that while most of the German-language hobbies speak and understand English very well, and can read it easily, they are more hesitant about writing in English. There's a gold mine of information in here.LP

Not only does Lukas publish a three-weekly warehouse zine (begun in April 1983), and a three-weekly *United* zine (begun March 1987), AND an annual listing of all German and German-language zines (PBM '93), but he also produces this monthly zine, which a cross between *Zine Register* and *Foolhardy*. *Interzine* contains messages to and from all the main editors in the German hobby, news on conventions and games, game opening and United stats, and the largest section, notes by Lukas on every issue of every zine he's seen that month. The 'zines seen' column is a regular feature of a couple of British zines such as *C'est Magnifique*, which has been transported and translated into more and more zines lately—well, Lukas has been doing 20 pages of that sort of thing for four years now!

If you read German you owe it to yourself to get this. The North American hobby could learn a lot from the German styles of hobbymeets, housecons, and game propagation.PJG

Into The Night

James Nelson, 362 Old Kent Road, London SE1, U.K.; Internet lw91jen@brunel.ac.uk
 price: 70p sample price: 70p firstish: January 1993
 frequency: bimonthly (games monthly or six weeks)
 format: 16 A5 digest pages circulation: 49 lastish: April 1993 (#2)
 games running: 1492, Hardbop Downfall
 games available: Diplomacy, Napoleonic Wars, 1492 (vt), Hardbop Downfall; no international openings just now
 Keywords: chat, variants, fannish, international

Focus of zine is hobby news (domestic and international) with chat. The only games I am currently interested in running are Dip and Dip variants. Interested in North American participation.JN

I've seen reports of issues three and four being published but I haven't seen them; hence, the data above could easily be out of date.

Into The Night picks up where James' other zine, *Variants and Uncles*, left off. (He says he'll continue to publish *V&U* semiannually as the official publication of the U.K. Variant Bank Custodian.) To his old interest in variants, he has now added sports, Bridge, pubs and clubs, and the other general interests that most zines discuss in editorials and letters. A must for variant buffs and a near-must for college students looking for a like-minded editor.PJG

The Laughing Roundhead

Duncan Adams, 5 Hedge End, East Hunsbury, Northampton NN3 2PQ, U.K.
 price: 60p plus postage firstish: July 1992
 frequency: four-weekly format: A4 book, 24–28 pages lastish: 2 February 1993 (#7)
 games running: Diplomacy, Gunboat, Sopwith, Postal Snap!, Fictionary Dictionary, Railway Rivals, Awful Green
 Things, Russian Roulette, quizzes
 games available: Diplomacy, 5 Germanys Dip, Zeppelin Dip, Sopwith, Railway Rivals, Sappy Rivals, Columbus, Quadro Scrabble
 Keywords: chat, multi-games

From the loud, raucous end of the UK hobby comes *The Laughing Roundhead*. Duncan, and his four subzine/guest GMs, try not to take the hobby, or anything else for that matter, too seriously. For example, Duncan has been running a continuing short story entitled "The Revenge of the Killer Condoms from Hell." The zine includes an editorial, a rollicking letter column

(Duncan gives a free issue to the person who sends in the best letter of the month), a review of a 'cover castle,' a hobby news column and a column entitled "350 Years Ago" which is Duncan's attempt to educate his readers on the happenings in the English Civil War. Recommended for those with a stout heart.MW

A great zine which is now two months late (last deadline was 9 April). The most recent issue was the first Duncan has produced in digest format; it was also late and his 'laughatorial' went into detail about computer and financial problems, so I expect the frequency here will be erratic for a while. The zine is heavily sarcastic and satiric, publishing phony "Not For Print" letters and abuse of the GM, subzine editors and readers alike. The theme and hook is obviously British history, mostly medieval as Duncan is a member of the Sealed Knot (British battle-recreation society similar to our Civil War groups). He's sincere about his interest in castle histories, making an otherwise obscure and dull topic into an interesting sideline.PJG

Lepanto 4-Ever

Per Westling, Mårdtorpsgratan 15, Linköping S-582 48, SWEDEN; Internet: c85per@und.ida.liu.se

price: US\$2.50 air mail firstish: August 1989

frequency: bimonthly or quarterly format: 32 A5 digest pages circulation: 70 lastish: Winter 1993 (#26)

games running: Diplomacy and variants in sister zine *Pax Germanica*

games available: Diplomacy, Space Dip, Fleet Rome Dip, 1830, Diadokhoi (vt)

Keywords: variants, international

This zine tries to establish links between the Swedish hobby and other nations'. At times international politics was discussed but nowadays it is mostly about World DipCon and other conventions. The main feature is the letter column. Other features that might appear at times are sf, fandom and bridge.PW

This zine is the flagship of the Swedish hobby, maybe even the entire Scandinavian hobby. Of the 15 or so zines in Norway and Sweden, this is the only one published in English. It is a friendly place to get a different perspective on things. Per Westling runs his games (almost entirely for Europeans) by flier and publishes *Lepanto 4-Ever* quarterly. The zine has a very large letter column and Per runs articles about Diplomacy, usually reprints from elsewhere. I enjoy it.BM

It's unfortunate that just as the Scandinavian Diplomacy and other gaming hobby has taken off, Per is cutting back on his efforts. Fortunately, I think there are now enough other contact points scattered throughout Scandinavia that we won't lose touch. Many Scandinavian publications are also reviewed in *LAE*, but there's a lot more local material. All in all, it has to be admitted that the Scandinavian hobby is, at the moment, one of the most dynamic in the world.LP

Like many non-English hobbies, Sweden got its start postally because of one man. Per has done a wonderful job of putting out a lively zine which can be interesting to people from all over the world, while at the same time providing plenty of news and support for his Swedish fans so that hobby would be able to grow.PJG

Lies

co-editors: Richard Egan, 23 Cleeve Road, Knowle, Bristol BS4 2JR, U.K.; home phone (44-272) 774460

Rich Jackson, 72 Raleigh Road, Southville, Bristol BS3 1QT, U.K.; home phone (44-272) 669931

Bill O'Neill, 57 Britten Drive, Great Malvern, Worcs. WR14 3LG, U.K.; home phone (44-684) 563-793

price: £1.50 (subs to Bill) sample price: free firstish: October 1992

frequency: monthly format: 36 A4 digest pages circulation: 80+ lastish: May 1993 (#8)

games running: Diplomacy, Trivia League, Railway Rivals, Necromancer (vt), Adel Verpflichtet, Downfall X, Empires of the Middle Ages, Vallee des Mammouths, Sopwith

games available: Diplomacy, Sopwith, Sappy Rivals, Junta

Keywords: chat, politics, fannish, multi-games, rail games, variants

The real keyword for this zine has to be 'slick.' Not slick like a politician, but slick like Wall Street or Madison Avenue. *Lies* carries all the desktop publishing tips and tricks: clip art, layout, fonts and maps. There's some inconsistency in look, because of the team-editing aspect, but the games are set aside in their own, color-paper center section, and they have a high priority—despite editorial columns from each of the guys, and a long lettercol, you can't subscribe unless you play in a game.

Lies presents reviews of games, but lastish also presented a review of Madonna's book *Sex*. There's hobby-satire humor and an occasional goofy feature such as the horoscopes in issue 8. Judging from the just-concluded trivia competition, the next one (set to start this fall) will be wickedly difficult. Not just a little of everything, a *lot* of everything for everyone in this zine. Try it if they'll have you!PJG

The Management

Peter Stanton, 8 Larchfield House, Highbury New Park, London N5 2DE, U.K.

price: 90p + postage games running: United games available: United

Keywords: United

Peter is a professional desktop-publisher and it shows in the layout of this zine. *The Management* has the largest United League in Britain, 72 teams in 6 divisions, and the competition is keen. If you are interested in trying the UK United hobby,

would be a good choice. The waiting list is at eight, which is the shortest it has been since the zine started. In fact, for this season Peter opened up divisions 5 and 6 solely because he had so many people on the waiting list. Worth a look.....MW

Mission from God

Madelaine Smith & Andy Key, 144 Perrinsfield, Venymore, Lechlade, Gloucestershire GL7 3SE, ENGLAND

price: £1 + postage games running: none games available: none

Keywords: service zine

The U.K. hobby's zine register. I haven't seen an issue since Spring 1992, so the details above could be wrong. Another place to get a glimpse of the UK hobby before jumping in.MW

I'm in much the same boat as Mark. Andy and Madi did not respond to my flyer, though admittedly I didn't press them for an answer. If you want the *complete* list of what's up in Britain (as opposed to ZR's selection), get this.PJG

Mondo Diplomatico (Diplomacy World)

Luca Barrontini, Via Marradi 103, I-57125 Livorno, ITALY; home phone (39-586) 895184; fax (39-586) 850162

price: 28,50 Lire (approx. \$1.90 US) sample price: free firstish: November 1982

frequency: monthly format: 28-32 A5 digest pages circulation: 60 lastish: April 1993 (#105)

games running: Diplomacy, Gunboat, Dark Dip, Struggle for Hegemony in Europe

games available: Diplomacy, Diplochess, Struggle for Hegemony in Europe

Keywords: multi-games, variants; Italian-language

MD is divided in two parts: the first is dedicated to various problems, readers' press, AID news (AID is the Italian Diplomacy Association), variants and so on. The second half is reserved for the games. Being played in *MD* are: 7 Dip games, 1 tournament (3 games) of classic Dip, 1 Struggle, 1 Dark Diplomacy, 1 No-Press Gunboat. Lately Italian players have appreciate No-Press Gunboat and I'm waiting for a seventh player to begin a second game.

MD also publishes a player list. The best attribute of *MD* is its punctuality: in 10 years of activity, *MD* has never been delayed!! I think this is a very important quality for a postal zine.LB

I have, as I said, made the decision to remove most of the non-English zines from listings here. Here's your main contact in Italy, though, as Luca not only publishes the 'official' zine of the AID (*Notiziario A.I.D.*) but this, his own personal effort. As a result he is a centerpiece for the other editors, and was kind enough to sketch out for me which zines there were and some of the details about them. In case you're in a hurry to get started, I have addresses on two other Italian zines whose editors did not send comments.

MD does have the various sections Luca lists, but it is primarily games (15 of 24 pages). There is virtually *no* press in any of them, although it appears to be permitted—a total of 3 items in more than a dozen games, an unusual feature! There are some interesting old variants on offer here, if you read and write Italian.PJG

Mondo Diplomatico International (Diplomacy World Int'l)

Luca Barrontini, Via Marradi 103, I-57125 Livorno, ITALY

price: 1,500 Lire (approx. \$1.00 US) sample price: free firstish: October 1992

frequency: six-weekly format: 4-6 A5 digest pages circulation: 10 lastish: 2 May 1993 (#5)

games running: Diplomacy games available: Diplomacy

Keywords: international

This little zine is dedicated only to international Diplomacy. My dream is to organize a match with a player coming from each Dip country (1 Russian, 1 Turkish, 1 Italian, 1 British, 1 French, 1 German, 1 Austrian). It is very difficult, I know, but not impossible. The last issue of *MDI* was very little, but I've contacted another Italian GM and if he can help me, I hope to improve *MDI*.LB

The Mouth of Sauron

Mark Nelson, 21 Cecil Mount, Armley, LEEDS, West Yorkshire LS12 2AP, ENGLAND; home phone (352) 637878; amt5man@sun.leeds.ac.uk

price: \$1.50 sample price: \$1.50 firstish: March 1985

frequency: 2 or 3 per year format: 50+ A4 digest pages circulation: 70

games running: none games available: none

Keywords: chat, politics, fannish, variants, laid-back, international

Large, irregular genzine. Loads of articles, letters. Free issues for contributors (including letter-writers).MN

I've removed Mark's other zine, *The Mark Nelson Experience*, since it's irregular, hard to get, and folding in a couple of months. Meanwhile, he hasn't sent me *The Mouth of Sauron* so I can't say much about it!PJG

Nertz

William Whyte, 200 Iffley Road, Oxford OX4 1SD, U.K.

price: £4/year

frequency: erratic

format: erratic

Keywords: chat, politics, fannish, laid-back

Wow. In the past year, *Nertz* has been A4 open page, A4 booklet, A5 open page (!), and even tiny pieces of paper stapled together with a line of a poem on each one, the poem describing how the zine was late and other mysteries.

William has a fertile imagination and a wide-ranging set of interests, but you can always expect book reviews, music and concert comments, philosophy, artwork (sketches, photos, comic strips). The letter column and William's responses jump all over the zine, layout-wise. The only problem is that one is never really sure when the next issue will be published; in this regard *Nertz* (formerly and sometimes *Now Eat The Rabbit*) is much like our *Benzene*, except *N* runs a regular staple of games such as Sopwith, Diplomacy, and home-grown games Government and It Can Be Cold in London—Damn Cold. It's well-loved; in spite of his schedule *Nertz* finished third in the U.K. Zine Poll.PJG

Notiziario A.I.D.

Luca Barrontini, Via Marradi 103, I-57125 Livorno, ITALY

price: 2,250 Lire (approx. \$1.50 US)

firstish: September 1992

frequency: semiannual?

format: 32-36 A5 digest pages

circulation: 35

lastish: 1 February 1993 (#2)

games running: none

games available: none

Keywords: service zine, international, club zine; (entirely in Italian)

Notiziario A.I.D. is the official publication of A.I.D., the Italian Diplomacy Association.

NotAID includes statistics of Italian Diplo games, explications of various scoring methods, very interesting articles relating to Diplomacy, official postal rules for games played in all Italian zines, and, of course, notices relating to our association. I think this is an interesting publication for Italian Diplo fans.

The frequency is not fixed; the secretary of AID issues *Notiziario A.I.D.* when he wants to (and when he has the free time, of course!).....LB

Carries gamestart and -finish information like the North American BNCzine, *Everything*, but the latest issue also ran an article on Germany before WWI, another on country assignments at gamestarts, and the complete rules to several games. ...PJG

Popular Cutlery

Adrian Appleyard & Paul Appleyard, 254 Padstow Road, Eight Mile Plains, Queensland 4113, AUSTRALIA; home phone (61-7) 841-2742; fax (61-7) 841-3665

price: AUS\$3, or AUS\$20/7 issues

sample price: free

firstish: September 1991

frequency: bimonthly

format: A4 book

circulation: about 40

lastish: April 1993 (#11)

games running: Diplomacy, WWII Dip, Don Dip, Gunboat, Metropolis, Footbrawl, Sea of Despair

games available: Diplomacy, Don Dip, Gunboat, Footbrawl, BattleTech, play-by-fax Dip, Galactic Empires, Nuclear Destruction

Keywords: chat, politics, fannish, multi-games, variants, laid-back, international

Professional DTP standards, nice sedate pace. Any game you want, we'll run. Probably the only Australian 'zine which at least attempts to cater for overseas subbers/players. It has also been proved that PC subbers get more sex, on average, than subbers to any other 'zine.AA

There are four Australian zines: *Beautiful Losers*, *Diplomatic Immunity*, *Queen's Dagger* (is there an apostrophe in that?), and *PC* (I don't know what has happened to *RealPolitik*). *PC* is clearly the happenin'-est of them. As Adrian says, it's the one Australian zine designed for more than just an Aussie audience.

Still, it is full of in-jokes. It is also full of toilet and bedroom humor, especially long satires and short knocks on homosexuality ("Don Diplomacy" and the entire worship of Don is basically a running gag [pardon the expression] on anal sex). So be prepared for an adolescent attitude, but it's good to abandon yourself to your adolescent urges now and then!

Popular Cutlery does not use "professional DTP standards" in any way I'm familiar with. It *does* use every tool available to a computer publisher, in the most amateurish fashion possible! Ransom-note font mixing, poor proofreading (in the April issue they forgot to change the page header, so every page said "Popular Cutlery January 1993"!), dizzying layout and clip art combine to give it the feel of a college frat party in print.PJG

S.A.P.C. (South African Propaganda Corporation)

Hal Dace, 3 Rhodes Avenue, Westville 3630, SOUTH AFRICA; home phone (27-31) 861520; dace@shrlike.und.ac.za;

FidoNET 5:7103/1.5; fax (27-31) 867580

price: \$1 US or 50p UK

sample price: free

firstish: November 1992



frequency: monthlyish format: 10 A4 open pages circulation: 25 lastish: January 1993 (#3) >>>>>

games running: Diplomacy

games available: Small World IIR (vt)

Keywords: chat, e-mail, fannish, variants, left-wing, laid-back, international

SAPC has been delayed lately for financial reasons, but will hopefully be on a more secure footing from mid-year. The size will be increased to 12 pages from issue 4 (I hope). I am looking for standbys and players.....HD

The South African Diplomacy hobby is still in its embryonic stage with only a few players. Still, with the right modems anything is possible and Hal seems to know what he is doing. So, with luck, we may not lose touch with the South African hobby as we did some twenty-plus years ago.....LP

SAPC's schedule has been rather slow (an issue every four months or so) as Hal is strapped for cash lately. Using *SAPC* as a central point, Hal is working hard to build a small South African hobby at this point. Both issues [that I've seen] have had a decent amount of material for a new zine, and I imagine he'd love to get some more subscribers. One game of Dip is currently running, and if the demand is there, probably another will start.....DK

It's particularly interesting that so many of Hal's following are on e-mail networks. Several years ago psychologists were talking about the first generation of kids who would grow up learning to tell time only by digital clocks—could we be seeing the development of a game hobby which is e-mail before it's postal?.....PJG

Shadowplay

Ryk Downes, "Sharic," 63 Hirst Wood Rd, Saltaire, Shipley, W Yorks BD18 4BU, U.K.

price: 65p + postage

games running: United, Dail Eireann, Diplomacy, Gunboat, Chess, Fictionary Dictionary, Scrabble, Jotto, Adel Verpflichtet, Railway Rivals, Golden Strider, Tour de Scorpio, Candidate, Quintet, Paralytic Pedalos

games available: United, Diplomacy, Gunboat, Sopwith, Adel Verpflichtet, Railway Rivals, Dropping Salt on Slugs

Keywords: multi-games, United, rail games

As you can see from the lists above, *Shadowplay* has something for just about everyone. In addition to the games listed, Ryk usually runs a quiz. I have only seen one issue of this zine, but it appears that the turnaround is slow enough that hobby members in North America could play. If you are interested in seeing what the British hobby has to offer, *Shadowplay* appears to be a comfortable place to find out.....MW

Sidewalk

Mike Clark, Auchtydore, Longside, PETERHEAD, Grampian AB42 7YL, SCOTLAND; home phone (44-779) 82482

price: £1

sample price: depends on the mood I'm in

firstish: May 1992

frequency: three-weekly

format: 12 A4 open pages

circulation: 32

lastish: 2 June 1993 (#18)

games running: Diplomacy, Intimate Dip, Gunboat, Russian Roulette, Gunboat Plague Dip

games available: Diplomacy, Fictionary Dictionary, Deluge (vt), Anarchic Russian Roulette

Keywords: chat, speedy, multi-games

This zine offers a fast, efficient deadline to play Dip, variants and the occasional "different" game—Russian Roulette being an example of this. I also do a music article each issue on the UK Top 20 of bygone years. The lettercol usually contains musical topics, as well as other matters, and I'd say the chat in the zine is quite interesting—I do try to get a lot of chat into the zine to hold the interest of the non-gamer. This zine is seen by the UK hobby (and me) to be undersubscribed. If you'd like to change that, then get in touch, I'd love to have you aboard.....MC

A fast and enjoyable zine, which is a fast read as well. Loads of music history and always an artwork cover. Few North Americans will be able to keep up with the dizzying pace of the games, but it's required reading for music fans and does provide an atypical take on U.K. Dip hobby news and zines.....PJG

The Small Furry Creatures Press

Theo Clarke & Paul Evans, 42 Wynndale Road, London E18 1DX, ENGLAND; home phone (44-71) 358-1613 (fax same); CIS: 100031,2035 and 100015,225

price: £1.50 (£1.30 for affiliated zines)

sample price: free

firstish: April 1986

frequency: five-weekly

format: 20 A4 booklet pages

circulation: 300

lastish: April 1993 (#70)

running: En Garde!, Star Trader, Snowball Fighting, Railway Rivals, 18xx, Liftoff!, Battle!, Scrabble, Bluff My Call

available: En Garde!, Star Trader, Snowball Fighting, Railway Rivals, 18xx, Liftoff!, Battle!, Scrabble, Bluff My Call

Keywords: chat, multi-games, rail games, international

Over the years it has become simpler to produce our zine as a set of booklets—one for each En Garde! game, one for the rest of the games, and one for news/chat/reviews. We have now finally split all these up, so that people can subscribe to whichever takes their fancy. All are produced to the same five-weekly deadline and mailed out together (which gives a saving in postage). *The Small Furry Creatures Press* is probably best described as a semi-pro games magazine. News and reviews of

board games (mainly) with coverage of wargames, RPS and PBM as well, plus a number of idiosyncratic columns. Also games of Scrabble and Bluff My Call. Other zines are:

Les Petites Bêtes Soyees—our original En Garde! game, now 7 years old. Around 75 players, GM'd by Theo; players get the 12-page game booklet and character sheet. Includes some editorial from the GM.

Small Furry Undergrads—our second En Garde! game; same as for *LPBS* but GM is Chris Carr

Les Lievres Fous—third En Garde! game; ditto, but GM is Russell March

The Small Furry Playground—multi-game 'zine covering the other games run by a variety of people. Cost varies depending on the size of the booklet, generally 12 pages. There's no chat in this one.

What else? We're happy to have North American subscribers and players—we have a few already, as well as many Europeans. The En Garde! GMs, at least, are available via E-Mail so orders can be submitted that way to reduce the time. We can only accept subs in sterling (cheques payable to "S F C Press"), I'm afraid—the ISE is one way of handling this. People have been known to send us dollars (or even pounds) in cash—we can use this, but it's a risky way to sending money about and you're stuck with the exchange rate we get.....TC

Theo was kind enough to send a complete set of samples for review. These works are as professionally done as anything I've seen in *any* amateur hobby—sf, music, baseball or gaming. Each one is a full-sized A4 book, center-stapled with color artwork covers. The main zine, *The Small Furry Creatures Press*, is in a three-column layout with excellent subtle use of side-bars, insets and art. The 'accessory' zines use a couple of different fonts and two- or three-column setup, but each is easy to read and full of games (the smallest is 8 pages).

SFCP itself contains both hobby and game-industry news, reviews (the issue I got has a report on a playtest of a mega version of Gulf Crisis which was detailed and instructive), and some real-life noodling. The convention, club and hobby meet listing runs over a page of small type, and there's a classified ad section.

In short, the first thing I intend to do when this issue gets out the door is file an ISE order for *SFCP*.....PJG

Spring Offensive

Stephen Agar, 79 Florence Road, Brighton, East Sussex BN1 6DL, U.K.

price: 54p + postage

firstish: June 1992

frequency: four-weekly format: 24–30 A4 open pages

lastish: May 1993 (#12)

games running: Diplomacy, Downfall, Rise of Rome (vt), Hoplite Wars (vt), Railway Rivals, Zeus IV-F (vt), Gunboat Stab! (vt), Game of the Clans II (vt)

games available: Diplomacy, Rise of Rome II, Cannibalism II, Mercator XIV (vt)

Keywords: chat, politics, multi-games, variants, fannish, speedy, international

The sudden rise of *Spring Offensive* brings to mind *Praxis* on this side of the pond some years ago. The editor is outspoken and takes a lot of flak for his opinions, but nobody can deny that he's a fine publisher—in the case of *SO*, a fourth-place finish in the Zine Poll and the largest circulation (among zines running games) in the U.K. hobby, after less than ten issues, attests to the quality of his zine. (For a larger circulation, you need look no further than the next entry.)

Extensive letters on the state of the hobby compliment Stephen's interest in developing novice-recruitment ideas, and his interest in variants produces both rules in print and analytical articles. The last few editorials have been mainly concerned about his race as Labor candidate for the County Council (he surprised everyone by finishing a much closer second than predicted, as Tory candidates got knocked about all over the country). And there are occasional glimpses of home life, usually in the form of anecdotes from Stephen's cats.

SO is not fast. On its four-weekly deadline you can usually expect ten days to be taken up producing the zine, making this a good place for North Americans to play RR but not Dip nor variants. Our loss, since his selection of variants is excellent and his game reporting is easy to read and includes maps. By all means get it if you enjoy variant design or play, or have any curiosity about the goings-on in U.K. fandom.....PJG

Sumo's Karaoke Club

Mike Siggins, 129 Ardmore Lane, Buckhurst Hill, Essex IG9 5SB, ENGLAND

price: £1/\$2

sample price: £1/\$2

firstish: November 1989

frequency: quarterly

format: 40–50 A5 open pages

lastish: Christmas 92 (#10&11)

games running: none

games available: none

Keywords: chat, multi-games, variants, rail games, laid-back, international, service zine, review zine

Sumo runs no games, but specializes in reviewing all types of boardgames for face-to-face or postal play. It has an emphasis on multi-player games, railgames, and European games, but covers anything I can interested in, namely sports games, card games, magazines, books, films and hobby news. There is always some chat and there is also a large letter column where readers air their views on current and old games. *Sumo* tries to fill a void for the boardgamer who has no other source of information on these systems.....MS

Christmas is the last issue I've seen (a single sample), not necessarily the last one produced. Packed with reviews, *Sumo* also has advertising from game shops—legitimate businesses take this seriously as a tool for reaching gamers and talking

S

T about games. (Obviously, this will also provide sources for N.A. gamers to some of the reviewed items that aren't available over here yet.) The lettercol topics are which games readers were playing the most and opinion on the virtues and flaws of many different games, so much so that the letters had a near-seamless transition from the reviews.....PJG

Trahison

Xavier Blanchot, 99 blvd. Raspall, Paris F-75006, FRANCE

No response from Xavier, and now I read that he's actually publishing under another title. Further developments as they are reported (or something like that)!PJG

U Up Around the Bend

Haz Bond, 13 Merrivale Road, Stafford ST17 9EB, U.K.

price: 50p + postage

sample price: free

firstish: April 1991

frequency: five-week

format: 30 A4 open pages

circulation: approx. 80

lastish: March 1993 (#19)

games running: Diplomacy, Railway Rivals, Sopwith, Time Lords Dip II, Atlantic Airlines, Chaos II (vt), Lift Off!, Intimate Dip, Deluge (vt), Chess

games available: Diplomacy, Sopwith, Nuclear Holocaust, Anarchy Rules OK! (vt)

Keywords: chat, politics, left-wing, fannish, multi-games, variants

"The zine with something to hate for everyone." Notorious sexual pervert Haz Bond is known for deflowering novices in secret rituals, running offensive games in a dangerous manner, and most heinous of all, making fun of Markie Nelson. Having thoroughly polluted the U.K. hobby he now seeks fresh areas to infiltrate, so is open to more U.S./overseas traders and subscribers.HB

U-Bend is as irreverent as *Y Ddraig Goch* used to be, back when Iain was attempting to shock everyone. I mean, after all, you had, for a while, a bisexual man living with a married couple (Dave Rowley and Joy Hibbert). In the latest issue, the news was that Haz and Joy have conceived a child after much planning and attempts, while husband Dave has become the Bad Guy by running off with another woman.

Now, not every issue has this level of high sexual drama. But much was made in the British hobby about Haz's appearance on the Naked Chat Show, and the lettercol topic of choice is often the major sadomasochism and homosexuality court cases over there, and sexuality in general. There are more convention discussions as well: incisive music critiques and commonplace talk about zines and hobby events. Joy gets much abuse for her far-left, feminist and sexual opinions, but she defends them well and stridently so the exchanges here and in other zines are always entertaining to read.

The variant selection here is excellent. Deadlines are just long enough (and frankly, the zine is usually a bit long in production) that Americans and Canadians could sign up and carry on reasonable negotiations. Shock yourself and others; subscribe to *Up Around the Bend*.....PJG

The definitions in this index won't please everyone—*fannishness* especially will draw a wide variety of responses—but they are the ones I used in identifying zines in ZR. These terms are all shorthand, and in no way do they substitute for reading the reviews. For instance, if you checked out 'e-mail' but didn't read *The Abyssinian Prince's* review, you might miss the fact that it is becoming *the* news and exchange area for non-e-mail types who want to keep abreast of e-mail developments.

chat: emphasizing writing and conversation, such as letter columns, editorials, article reprints and often news about the postal hobby. *Absolute!*, *The Abyssinian Prince*, *Aren't You the Guy Who Hit Me in the Eye?*, *Benzene*, *C'est Magnifique*, *The Canadian Diplomat*, *Costaguana*, *Crimson Sky*, *Damn the Consequences*, *Diplomacy World*, *Diplomag*, *Diplomat*, *Dolchstoß*, *Foolhardy*, *Froggy? It'll Be Out Next Week*, *Hoodwink*, *Interzine*, *Into The Night*, *The Laughing Roundhead*, *Lemon Curry*, *Lies*, *Making Love in a Canoe*, *Maniac's Paradise*, *Metamorphosis*, *The Mouth of Sauron*, *Nertz*, *off-the-shelf*, *Orphan Son of the Podunk News*, *Penguin Dip*, *Perelandra*, *Popular Cutlery*, *Rambling WAY*, *Ramblings by Moonlight*, *S.A.P.C. (South African Propoganda Corporation)*, *Sidewalk*, *The Small Furry Creatures Press*, *Spring Offensive*, *Standard Gauge*, *Sumo's Karaoke Club*, *The Tactful Assassin*, *Ter-ran*, *Up Around the Bend*, *Upstart*, *VERTIGO*, *The Village Atheist*, *War Fair*, *Well*, *Martha*, *It Kinda' Sorta' Looks Like a Dip Rag*, *Don't It?*, *World Diplomacy*, *Zero Sum*.

club zines: carrying news, chat and announcements for a geographical group, or for gamers who belong to a particular organization. See also *Mensa*. *The Gamers' 'Zine* (Connecticut Game Club), *Notiziario A.I.D* (Italian Diplomacy Association), *Perelandra* (Bay Area Game Group).

e-mail: zines which accept orders and correspondence by electronic mail; some zines are even available to be read on e-mail. (Be sure to check the 'Computer Dip' section following this index.) *The Abyssinian Prince*, *The Armchair Diplomat*, *Boris the Spider*, *Electronic Protocol*, *The MetaDiplomat*, *off-the-shelf*, *S.A.P.C. (South African Propoganda Corporation)*.

fannish: concerned with hobby news, personalities and events—even gossip. 'Fandom' has come to be an end in itself, and fannishness is the state of enjoying this activity ('fanac')! *The Abyssinian Prince*, *C'est Magnifique*, *Costaguana*, *Damn the Consequences*, *Diplomacy World*, *Empire*, *Foolhardy*, *Froggy? It'll Be Out Next Week*, *Graustark*, *Into The Night*, *Lemon Curry*, *Lies*, *The Mouth of Sauron*, *Nertz*, *Orphan Son of the Podunk News*, *Penguin Dip*, *Perelandra*, *Popular Cutlery*, *Rambling WAY*, *S.A.P.C. (South African Propoganda Corporation)*, *Spring Offensive*, *Up Around the Bend*, *Upstart*, *VERTIGO*, *World Diplomacy*, *Your Zine of Zines*.

international: zines which encourage international readership and participation, or zines with a heavy interest in foreign events and news. *The Abyssinian Prince*, *C'est Magnifique*, *Costaguana*, *Damn the Consequences*, *Diplomacy World*, *Diplomat*, *Dipsomania*, *Disoriented Express*, *Dolchstoß*, *Electronic Protocol*, *The Encounter*, *Froggy? It'll Be Out Next Week*, *Interzine*, *Into The Night*, *Lepanto 4-Ever*, *Mondo Diplomatico International*, *The Mouth of Sauron*, *Niccolo*, *Notiziario A.I.D.*, *off-the-shelf*, *Perelandra*, *Popular Cutlery*, *Rambling WAY*, *S.A.P.C. (South African Propoganda Corporation)*, *The Small Furry Creatures Press*, *Spring Offensive*, *Sumo's Karaoke Club*, *World Diplomacy* (infrequent but has the most extensive overseas reader network), *Y Ddraig Goch*.

laid-back: sometimes meaning a zine where there are few strong arguments, but often 'laid-back' indicates a publication schedule with long or unpredictable intervals. *Benzene*, *Costaguana*, *Disoriented Express*, *Froggy? It'll Be Out Next Week*, *Inoculated City*, *The Mouth of Sauron*, *Nertz*, *Northern Flame*, *Orphan Son of the Podunk News*, *Pilot Light*, *Popular Cutlery*, *S.A.P.C. (South African Propoganda Corporation)*, *Sumo's Karaoke Club*, *Ter-ran*, *VERTIGO*, *Well*, *Martha*, *It Kinda' Sorta' Looks Like a Dip Rag*, *Don't It?*, *Wild Gypsy Rose*, *World Diplomacy*.

left-wing: not to say that these are dogmatic zines or editors—after all, some zines print both left- and right-wing comments. But these zines tend to publish left-wing opinions, either in editorials or in letter columns. *Aren't You the Guy Who Hit Me in the Eye?*, *Benzene*, *Costaguana*, *Damn the Consequences*, *Empire*, *Graustark*, *Inoculated City*, *Perelandra*, *Ramblings by Moonlight*, *S.A.P.C. (South African Propoganda Corporation)*, *The Tactful Assassin*, *Up Around the Bend*, *Upstart*.

Mensa: an international organization of people who score a high IQ. *The Batyville Gazette*, *Diplomag* (Mensa Dip news), *Rambling WAY*, *The Tactful Assassin*, *War Fair*.

multi-games: zines which carry games from outside the most common game types (Diplomacy, variants, rail games, United), or zines which span more than one type. *Absolute!*, *L'Araldo Diplomatico (The Diplomatic Herald)*, *Aren't You the Guy Who Hit Me in the Eye?*, *Boris the Spider*, *C'est Magnifique*, *Carolina Command and Commentary*, *Cogniscenti*, *Costaguana*, *Damn the Consequences*, *Diplomat*, *Empire*, *Froggy? It'll Be Out Next Week*, *The Gamers' 'Zine*, *Heroes of Olympus*, *The Laughing Roundhead*, *Lemon Curry*, *Lies*, *Metamorphosis*, *Mondo Diplomatico*, *Orphan Son of the Podunk News*, *Perelandra*, *Popular Cutlery*, *Protozoan*, *Quest for Power*, *S.O.B.*, *Shadowplay*, *Sidewalk*, *The Small Furry Creatures Press*, *Spring Offensive*, *Sumo's Karaoke Club*, *Up Around the Bend*, *Well*, *Martha*, *It Kinda' Sorta' Looks Like a Dip Rag*, *Don't It?*, *Y Ddraig Goch*.

politics: discussion of real-world political events and ideas. *Aren't You the Guy Who Hit Me in the Eye?*, *Benzene*, *C'est Magnifique*, *Call Me President*, *Carolina Command and Commentary*, *Costaguana*, *Damn the Consequences*, *Diplomat*, *Empire*, *Graustark*, *Lies*, *Making Love in a Canoe*, *Maniac's Paradise*, *The Mouth of Sauron*, *Nertz*, *Penguin Dip*, *Perelandra*, *Popular Cutlery*, *Rambling WAY*, *Ramblings by Moonlight*, *Spring Offensive*, *The Tactful Assassin*, *Up Around the Bend*, *Upstart*, *VERTIGO*, *The Village Atheist*, *War Fair*, *Well*, *Martha*, *It Kinda' Sorta' Looks Like a Dip Rag*, *Don't It?*

puzzles: *War Fair*.

pygmy catfish: *Costaguana*.

COMPUSERVE — comments compliments of Rich Irving

On CompuServe, there are quite a few Games sections:

GO GAMES: overall Menu for games and entertainment

GO GAMECON: The Gaming Connection—overall menu for games. PBM, Computer, board, Multi-player on-line, etc.

GO PBMGAMES: Play-by-E-mail games

The on-line Diplomacy zines are found under file library 7 of PBMGAMES (new issues appear each week, with the last few left on the board):

TAD - *The Armchair Diplomat*—Regular Diplomacy. Bob Aube (74270,2276) is the editor. All games are GM'ed by volunteers.

TED - *The Electronic Diplomat*—Dip variants, mostly Gunboat

TBW - *The Blind Wars*—I think these are Fog of War games.

Games are generally two-week deadlines, due Sundays, British style, although different GMs may change their policies.

Download the files commun.dip and rules.dip for general TAD policy, including the infamous TAD retreat rule. (These files were somewhat out of date, but they may have been updated by now.) There are a few general Dip articles in the Diplomacy War Room (library 8). There are no game or subscription fees, however standard connect fees are charged. (Ouch!) Other PBEM games are run on a more informal basis as players are interested.

[[See The Armchair Diplomat, or Electric Trains.]]

INTERNET — comments compliments of John Galt

The Internet is an international network that now includes all serious e-mail systems. It includes, and supersedes, previous networks such as Arpanet and Milnet. Portal and the Well have always been on the Internet; CompuServe got hooked up several years ago, back when I was on CompuServe; GENie, Prodigy, and America Online have recently gotten connected, or are in the process.

To send mail from CompuServe to other Internet sites, just prefix ">INTERNET:" onto the address. Example:

>INTERNET:john_david_galt@cup.portal.com

To send mail to CompuServe from the Internet, change the comma in the CompuServe address to a period, then add "@compuserve.com". Example:

72647.556@compuserve.com

Addresses of either type are case-blind.

There are two kinds of "forums" on the Internet. One kind is "mailing lists," which simply send mail messages out to their members. Eric Klein's e-zine, *Electronic Protocol* *[[details in main list]]*, is a list of this type; thus, it is possible for CompuServe users to get it, just by sending him a request by e-mail. But he and his readers are not allowed to advertise this capability on CompuServe; its sysops *[[system operators]]* don't want their users to know about forums that compete with their own. If you mention it in one of their forums, they'll kill the message and send you a warning.

The other kind of Internet "forum" is the "newsgroup." The Internet carries a "news service" called Usenet, which currently has at least 600 newsgroups. The groups have names reflecting their intended use; examples are sci.med, rec.games.board, misc.jobs.offered, comp.sources.ibmpc, and alt.sex. Anyone whose site carries Usenet can read or write to these groups. A few groups have moderators, to keep the signal/noise ratio high, but most do not. Usenet is the best "underground press" in the world.

Again, CompuServe does not want its users to know how its forums compare to the uncensored worldwide reach of Usenet, so it does not allow its users to read Usenet newsgroups. (However, there is a way for CIS users to post messages to almost any newsgroup; send me an e-mail for info on this.)

Finally, Portal offers unlimited usage for a flat rate of about \$20 per month (plus network charges of \$1.50/hour if you don't want to phone). When I was last on CompuServe, they charged \$12.50 per HOUR. Skip that!

[[Pete here: I hasten to point out, once again, that CompuServe connect charges are high, but are reduced considerably by the availability of software which allows you to read and answer mail offline; you wind up connecting once to get your mail, and again to deliver your outgoing messages, for a couple of minutes each time. Or so I've been told. I very much appreciate the sketch John and Rich have provided. Those of you who own modems probably already know this, so it's not much of a service, but for those (like me) who have computers but no modem perhaps this kind of outline can help make decisions about whether and how to get into e-mail.]]★

A FINAL WORD

BUSINESS OFFICE

Your address label may have a number in the corner. If so, that's the last issue of ZR you are paid up for; T means we're trading your zine for ZR.

I would be willing to buy back issues of ZR to create my own collection. If you have a copy of any ZR (or Mike Mills' and others' old predecessors) *before* #19, which you'd be willing to sell, contact me.

It is very possible that the next issue of ZR will cost less than this one in the U.S., but cost a smidge more in the U.K. (Iain didn't know what he was getting into when he offered to produce this for £1 over there!). If you have money on account, you can be sure you'll get the right amount applied to each issue.

I definitely feel that I didn't put all the writing effort into this that Garret did. For now, I'll chalk that up to the pressure of realizing how much work there is here (so many zines to review, and I left myself one week to do them all in!), but in the future do you feel I should've gone into more depth? Less? Should've reviewed different aspects of zines?

SO HERE'S WHERE WE STAND:

I hope many of you editors will plug ZR in your zines, encouraging new and old Dipsters to subscribe.

I would appreciate someone coming up with a cover, either artwork, comic strip, or essay, for next issue.

I would love to have everyone contribute, during October and November, reviews of the zines they see. I will be mailing info sheets to editors in October and hoping for plugs or publicity then, but you don't have to wait to hear from me!

I welcome feedback, on any portion of this publication, but especially the new features:

ideas for the next Discussion Question

comments on 1993 Dip events for our year-in-review section

news on new zines

further details on e-mail

new keyword and indexing tools

Thanks for all your help; a special thank you to the readers of *Perelandra* and the Bay Area Dipsters who tolerated my frantic attitude and schedule during this process. And above all thanks to my ever-patient wife, Cathy.

Editors who did not respond to this issue of *Zine Register*: If your zine is in the main lists but the listing is incomplete because I have not seen it, then you must send an info sheet and review copy next time in order to be listed. I don't want to burden my readers and my wallet with wasted space, where a zine title, address, and "No data sent." is all I have to show.....*



(total
words
50,578)

Zine Register #22

P.J. Gaughan
1521 South Novato Blvd. #46
Novato, California 94947-4147
United States of America



I guess I got crossed up — I
know I'm paying for MP. I
just thought I had a cash
balance left for F as well.

Your Per sub is down to 0.

Best.

Pete

Ⓢ for Foolhardy

Doug Kent

54 W. Cherry St. #211

Elizabeth, NJ 07065



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